BRITAIN'S NUMBER ONE NINTENDO MAGAZINE

Nintendo®

MAGAZINE SYSTEM

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SUPER NES

- SPINDIZZY WORLDS
- KING ARTHUR
- ADDAMS FAMILY 2

NES

- STAR TREK
- FERRARI GP
- LITTLE NEMO GUIDE

GAMEBOY

- MARIO LAND 2
- PARASOL STARS
- R-TYPE 2

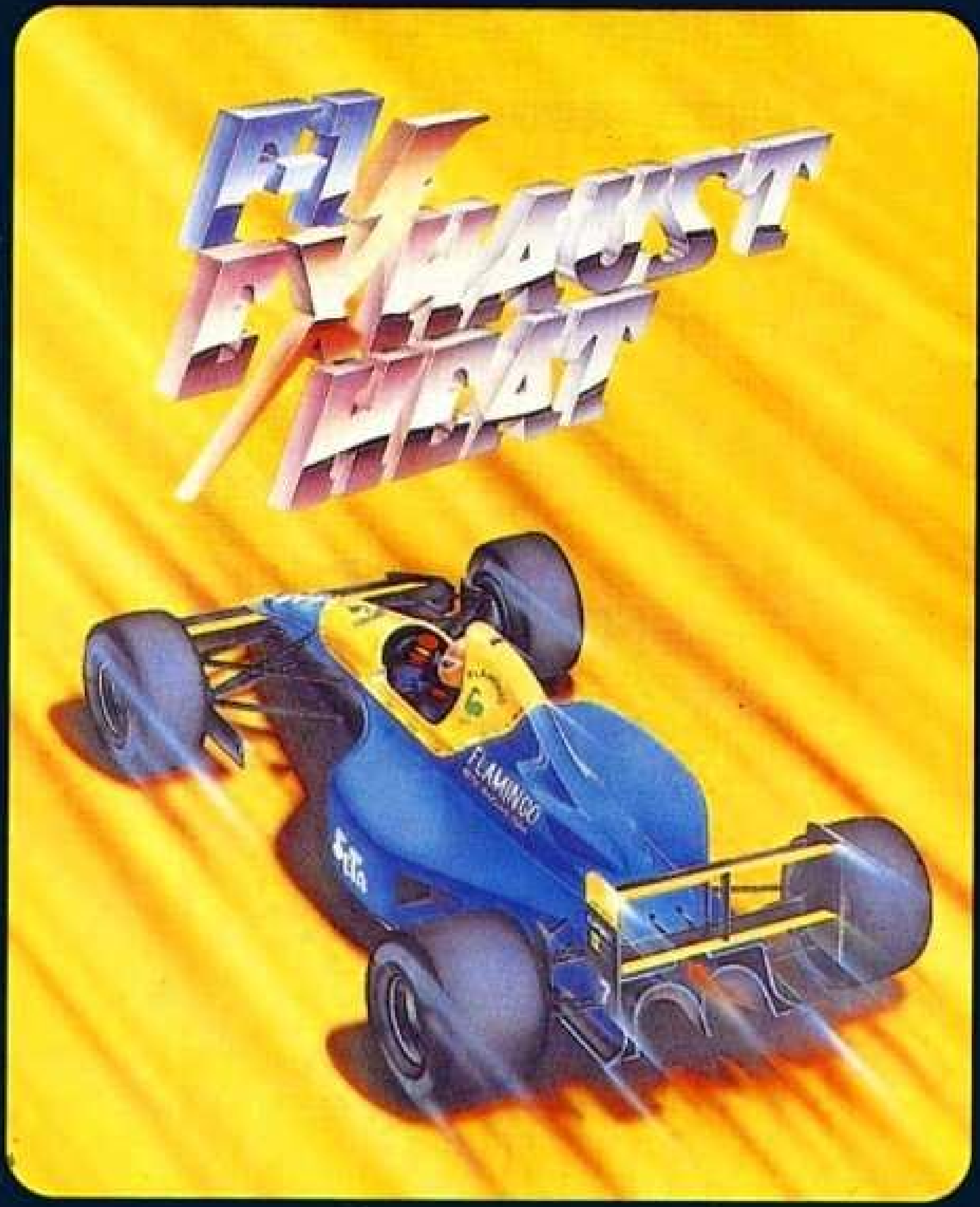
COMPLETE WITH MEGA STREET FIGHTER II T-SHIRT TRANSFER

- DEATH VALLEY RALLY

- SPIDER-MAN AND THE X-MEN

EXCLUSIVE!

SUPER MARIO LAND 2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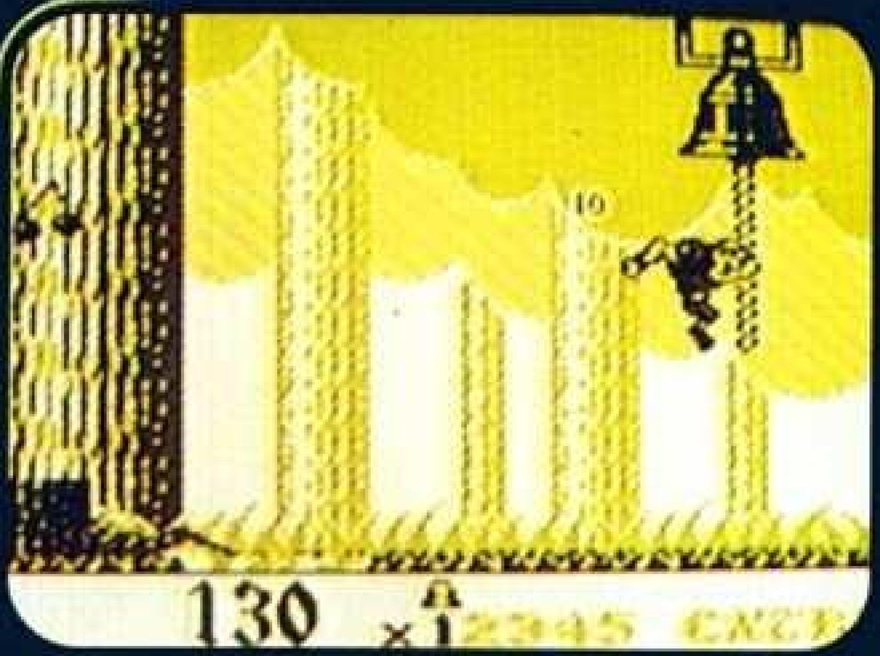

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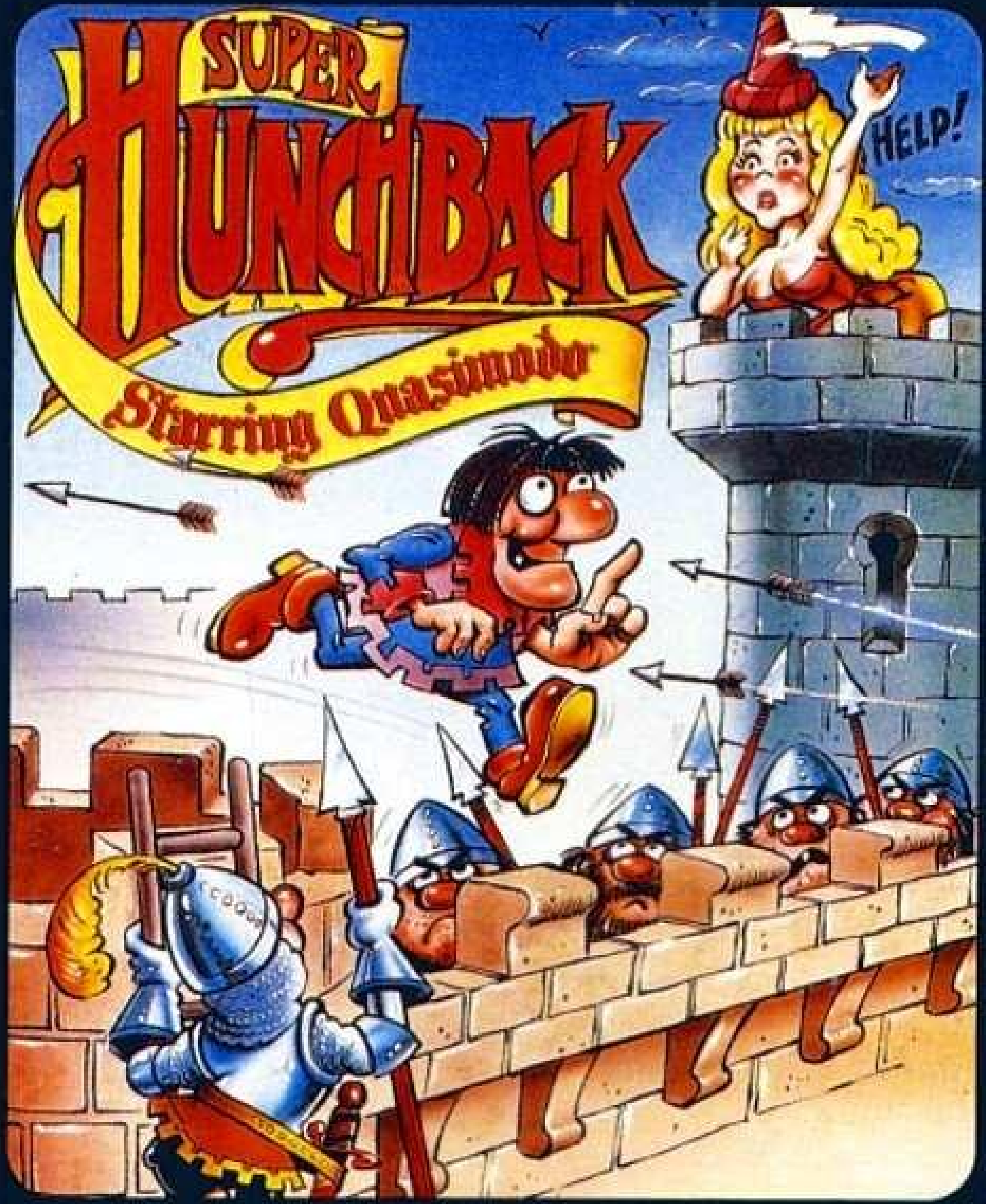
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Starring Quasimodo
HELP!

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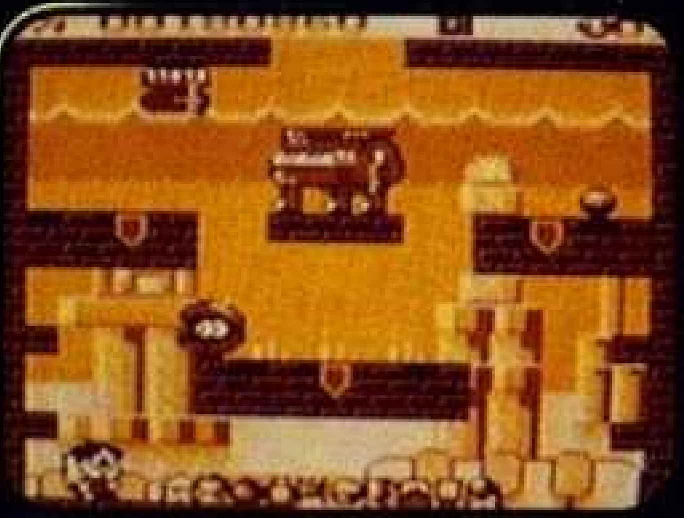
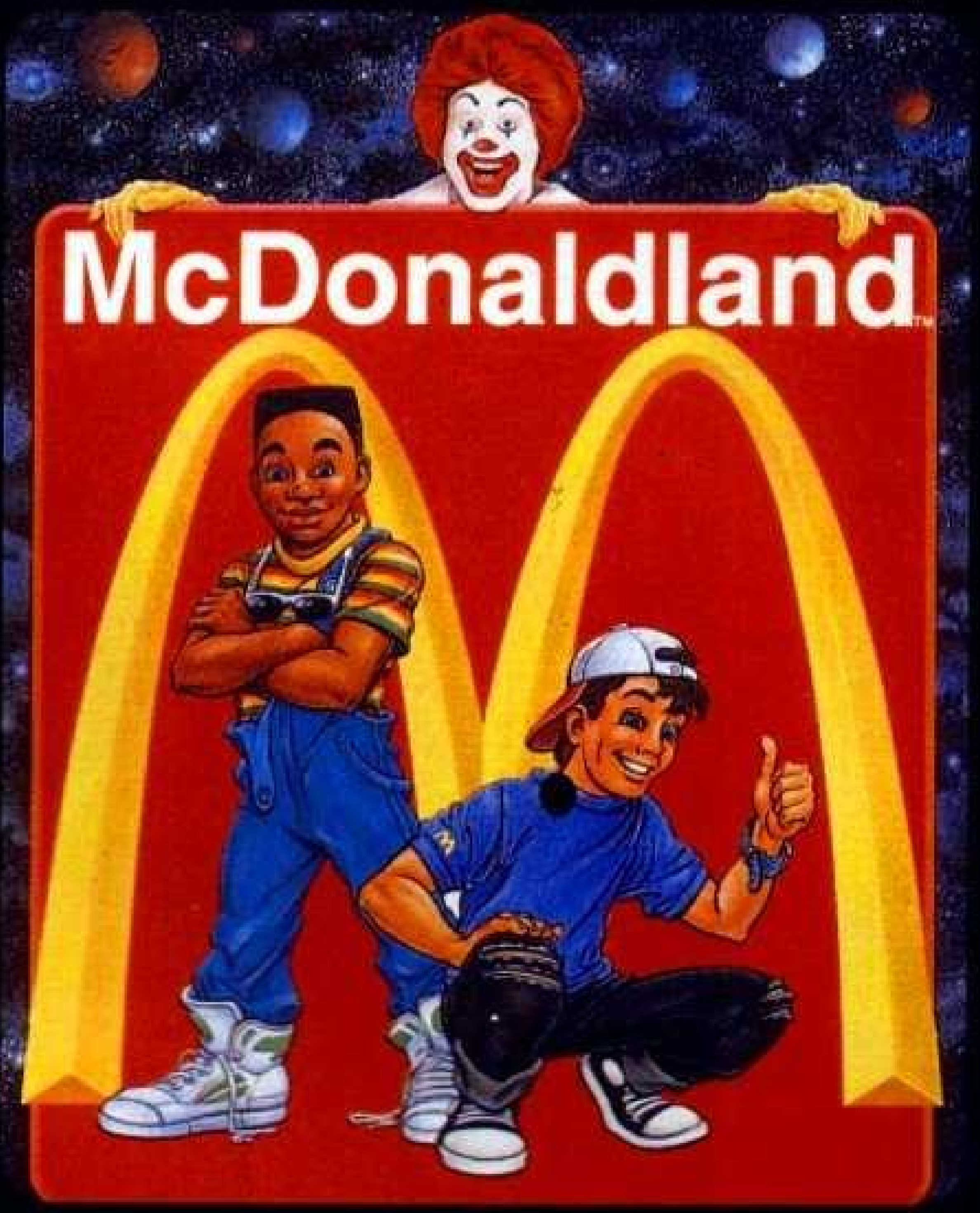
PARASOL STARS
RAINBOW ISLANDS II

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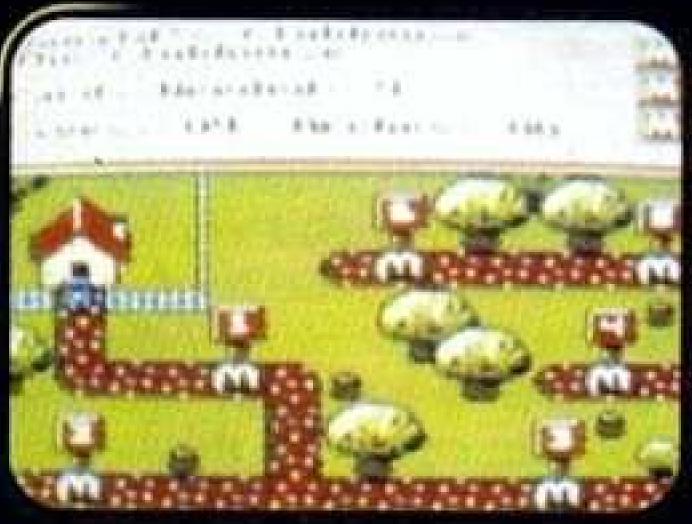

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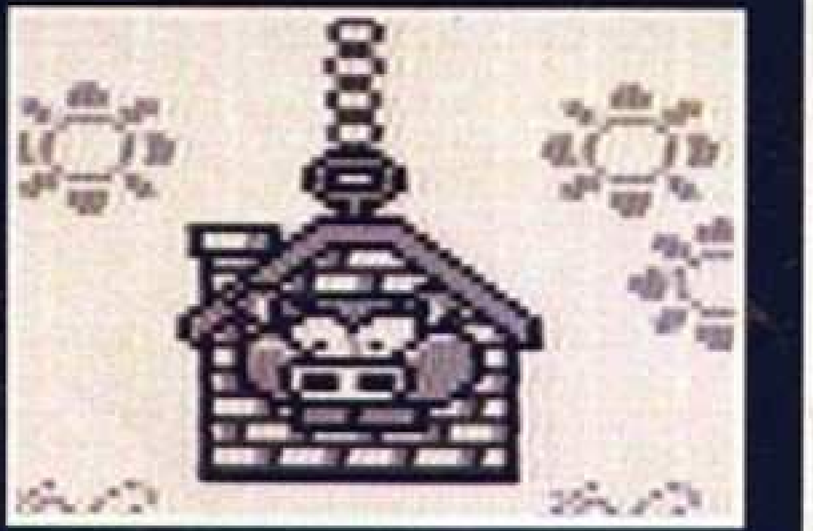
CONTENT

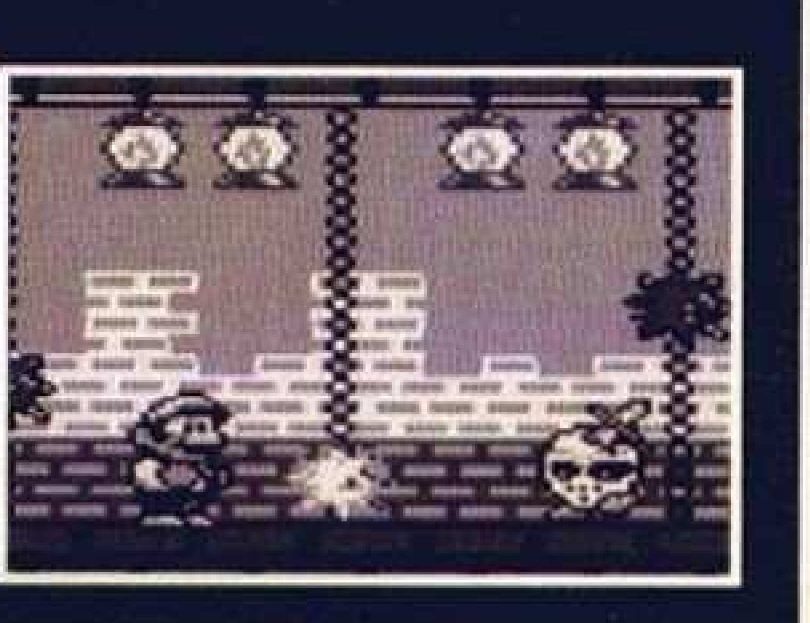
NOVEMBER
ISSUE 2

BRITAIN'S NUMBER ONE NINTENDO MAGAZINE
Nintendo
£2.50 MAGAZINE SYSTEM NOV#2
SUPER NES
NES
GAMEBOY
EXCLUSIVE!!
SUPER MARIO LAND 2

COVER STORY

It's been a while, but that most famous of Brooklyn plumbers has returned. Yes, that's right, Mario is back in yet another bout of Gameboy bashing. With the first Super Mario Land still riding high in the charts, could this sequel be the game to knock it from its premiere position?





SUPER NES REVIEWS

SPIDERMAN AND THE UNCANNY X-MEN . . . 20

Join Spidey, Cyclops, and Wolverine et al as they battle through Acclaim's great looking and amazing sounding platform fest.

DEATH VALLEY RALLY . . . 56

Meep, Meep! At last, the cartoon licence of a lifetime! Join in the fun as Road Runner (Runverifastus) does battle with the ever hungry Wile E Coyote (Rumblustumblus) and his wealth of Acme gadgets. But does the game measure up to the licence's potential?

SPINDIZZY WORLDS 76

Already regarded as a classic on the Amiga, Spindizzy Worlds has arrived to get every Super NES owners' grey matter over-heating. On first sight, this unusual quest for gems seems like a walk in the park - but appearances are very deceptive...

KING ARTHUR'S WORLD 84

'In days of old, when knights were bold and women very heavy, we'd kick in loads of enemy and go and have a bevvy.'

One of the first games to make use of the Super NES's mouse, King Arthur's World looks set to give those blessed Lemmings a run for their money.

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EDITORIAL 6
Read on as Jaz once again rants on the topic of his choice! Swoon as you behold the handsome faces of the team behind this stunning mag! Dribble as you pore over the other guff we decide to fill these pages with...

NEWS 10
Ooh, it's getting busy in the hurly-burly world of all things Nintendo. It's a good job, then, that we are here to keep you abreast of all that's happening.

MAILBAG! 28
Our bulging sacks are relieved of their seminal contents as Jaz goes to town on your queries and problems. If you have something Nintendo-related you want to ask the Marje Proops of consoleland, drop us a line and vent your spleen.

Q+A 36
Stuck in a game? Want to know when a particular cartridge is scheduled for release? Then here is the place to send any such queries - Q+A. Every month, Jaz dons his tricky question-answering trousers to deal with absolutely anything Nintendo-related. What are you waiting for an invite from the President himself? Get writing!

SUPER GAME GUIDE 40
The ultimate in player's guides from the people who know them best - the NMS crew! This month, Super Ghouls 'n' Ghosts is given a good going over, whilst UN Squadron is brought in to land. Finally, NES owners should find our Little Nemo tips invaluable as we help you reach those distant later levels.

CHARTS 64
Has Super Mario Land been knocked from the top of the Gameboy chart yet? Have those ooky, spooky members of the Addams Family given up the ghost and left the top ten? Here's your chance to find out as we unveil the risers and fallers of this month's Nintendo charts, pop pickers.

ADVANCE SCREENING 102
The preview section goes into overdrive this month, with details on all the best forthcoming titles including Gameboy R-Type II and Another World, Addams Family II: Puggsley's Scavenger Hunt, Super SWIV, and Cool World on Super NES. What a lot we've got.

GAME STYLES 114
Square-eyed gamesters, Jaz and Steve have been glued to their screens playing through dozens of movie tie-ins. Comatose and barely able to stand another mouthful of popcorn, they still managed to compile this comprehensive guide of what's what on the small screen.

NINTENDO INDEX SYSTEM 118
Every game ever released for a Nintendo system is listed and rated here, as we go to town on the wealth of software available for the Super NES, NES and Gameboy.

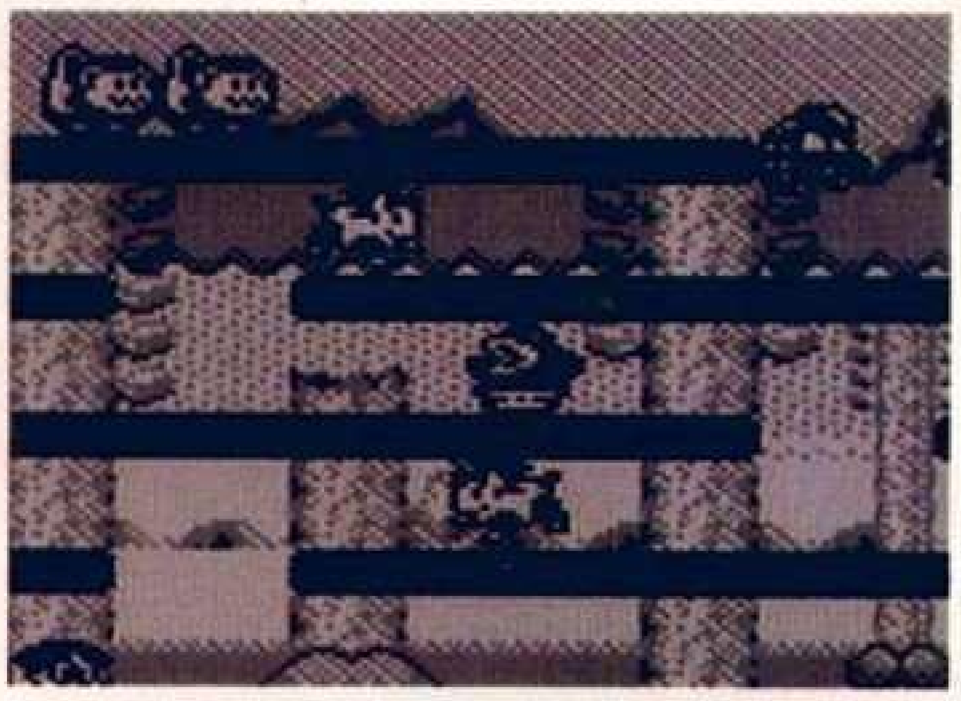
NES REVIEWS

THE EMPIRE STRIKES BACK 60
With Star Wars generally regarded as one of the best NES games ever, its sequel has a lot to live up to. Is it possible for Empire Strikes Back outdo its predecessor? Find out in the only review that counts.

STAR TREK 68
'Space, the final frontier. These are the voyages of the Starship Enterprise. It's five year mission: to boldly go where no man has gone before.' Yes indeedy, Kirk, Spock, Bones, and the obligatory victim in the red jersey are beaming down to your NES, and we've joined the party.

GAMEBOY REVIEWS

SUPER MARIO LAND II . . 72
He's back! The most famous video game character in history has returned for another mission of Gameboy hokum. That's right, in yet another NMS scoop we have got our hands on Super Mario Land II FIRST. Read all about it on page 72.



PARASOL STARS 92
Also making a return appearance, is Bub (he of Bubble Bobble fame), as Ocean unleash Parasol Stars onto the unsuspecting Gameboy market. Armed with his magic umbrella, this time he means business!

WHODUNNIT

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EDITORIA

RHYTHM FROMAGE

Firstly, may I say a big thanks to all of you who bought the first issue of this fine tome and made it the massive success story it is. Issue two, as you can see and feel, is even bigger and better. And over the coming months I promise we'll just keep on getting better and better!

Now onto another subject. At a computer show a few weeks ago I had an interesting chat with a very sad, horribly misguided soul who reckoned that our ratings system wasn't right. He said that we mark too high and don't make any leeway for games in the future that will be better than the ones today. How stupid can you get? Of course games in the future will improve - everyone knows that. The whole point of reviewing games is so that you know how good a game is today!

It's pointless giving everything 70%, then in six months when games have improved go up to 80% and so on. In a short space of time your reviewing system will be screwed up - games will have to be awarded 135% to make them better than their predecessors! Doh!

Another problem with using that kind of a rating system is that you're limiting yourself to a very small band of ratings where virtually everything scores the same mark - how do you tell the good from the bad?

No, the best way to review games is to do it our way - the real way. Each month we review games and mark them in their own right, without trying to be clever and guess the standards of games to come. Sure, games that were reviewed two, three, four or even five years ago that got 90% probably wouldn't get that mark today. But they're still good games of that era and are still worth getting - that's why they scored highly when they first arrived. It's an easy system. It's a fair system. And it's the only system that really tells you how it is.

JAZ RIGNALL

MORE THE MERRIER!

Judging by the number of returned surveys and the copious amounts of letters we have received, it seems that you like the mag - and a big ta very much to everyone who has taken the time to write to us. However, don't just drop us a line to let us know about the first issue - we want to hear from you regarding virtually every aspect of the Nintendo world. If you are bugged by the price of cartridges or the easiness of games, then let us know. In addition, if you have a cheat which you feel nobody else will have had, then share it with us. After all, a large part of the magazine is effectively written by you, and our Q&A and Mailbag sections are just crying out for your words of wisdom, pictures and questions.

And while we've got your attention, issue three of NMS will feature another amazing Street Fighter II freebie which is guaranteed to blow you away - stay tuned...

HIGHSCORE FIENDS AHOY!

Being the official Nintendo magazine, we only thought it right to incorporate an official Nintendo highscore table. Scores are already rolling in, but we want more for the complete list next month. So if you have claims to fame in the large-scoring department, send in your scores on the form below to: FLAMING HELL MY ENVELOPE'S NOT BIG ENOUGH TO FIT ON MY ENORMOUS SCORES, NMS, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU. Being the talented geezers they are, you'll probably see scores from the NMS team too - so get practising and don't let them take all the glory.

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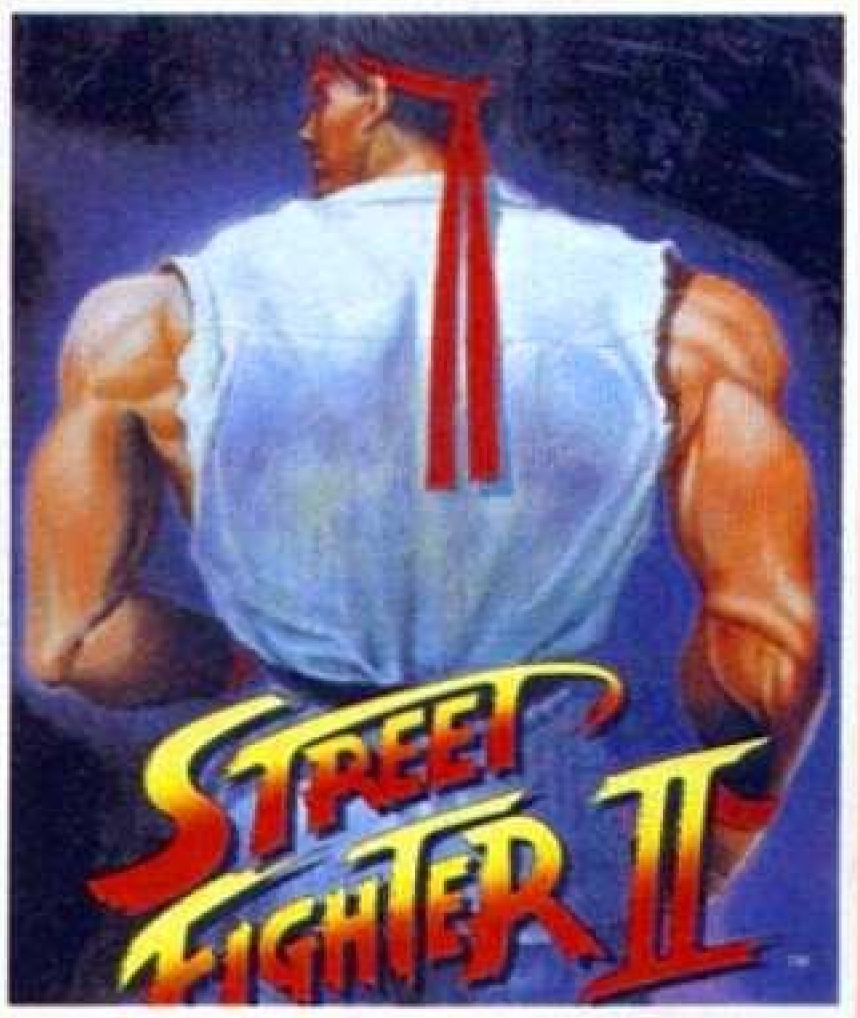

YOUR AMAZING STREET FIGHTER II TRANSFER

As you ripped open the poly bag surrounding this amazing second issue of NMS, you have no doubt already seen and gasped in awe at the stunning Street Fighter II transfer that we are giving away.

Yes, indeed, thanks to us oh=so-generous lot at NMS you can be the envy of your mates by ironing the transfer onto a plain white T-shirt to create the ultimate in street wear.

To transfer the image to a T-Shirt, set the iron to a temperature of roughly 140-150 C, and leave the iron to warm up for five minutes. Before starting, check the T-Shirt of whatever is clean, grease free, and flat (no seams, for instance). Placing a think piece of card under the area to be used, first of all iron the flat area to remove any remaining wrinkles and creases. Next, place the transfer FACE DOWN on the T-shirt and iron over all parts of the transfer. Keep doing this for a minute or so, trying not to move the transfer paper. Leave it to cool, and then slowly peel off the backing paper. If, for some reason, it hasn't quite worked, just reiron it again. Ta=da! A stunning Street Fighter II T-Shirt or shirt! When washing, though, never wash it in water over 40C and don't iron directly on the image.

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NINTENDO PEOPLE SYSTEM

NINTENDO PEOPLE SYSTEM

JULIAN "DOT COTTON" RIGNALL
As well as being mortally afraid of every disease under the sun (a normal headache equals a brain tumour to Jaz!), Jaz's idea of phobic hell is losing his nippy Peugeot 1.9 GTI company car, only to have it replaced by a Ford Fiesta Bonus. "They're just so... safe," he wails.

CURRENT FAVE GAMES:SPINDIZZY WORLDS, ANOTHER WORLD, STREET FIGHTER II

STEVE "CHALFONT REVISITED" MERRETT
Steve's biggest phobia is that he will be dragged kicking and screaming back to the hell-hole that is Chalfont St. Giles Hospital for a mud-flap refit by Edward Scissorhands. Ooyah!
CURRENT FAVE GAMES:SUPER TENNIS, SPINDIZZY WORLDS, PARASOL STARS

GARY "GIRLIE" HARROD
Ever the oddball, Gary's greatest fear is of people writing complete nonsense about him in the magazine. Luckily, his success with women is enough to compensate for this slur.

CURRENT FAVE GAMES:MAKING DAISY CHAINS, HOPSCOTCH, STREET FIGHTER II (AS CHUN-LI, NO DOUBT)

ANDY "JAWS" MCVITTIE
"Considering I live and work in London I suppose my greatest phobia is a little redundant - I hate Sharks," said our bride-to-be Production Editor. Sadly, after saying this, Andy was badly bitten by a great white who was using the Central line.

CURRENT FAVE GAMES:SUPER PANG, PARASOL STARS, SUPER TENNIS

RADION "HIYAAAAAH!" AUTOMATIC
Oh lordy me. So limited is yon Rad's life that his greatest fear is being beaten at Street Fighter II by Megatech's inept games player, Tom Guise. "He's abysmal," smirks Rad. "And to lose to him is like England playing the Faroe Islands at Football and losing!"

CURRENT FAVE GAMES:STREET FIGHTER II,

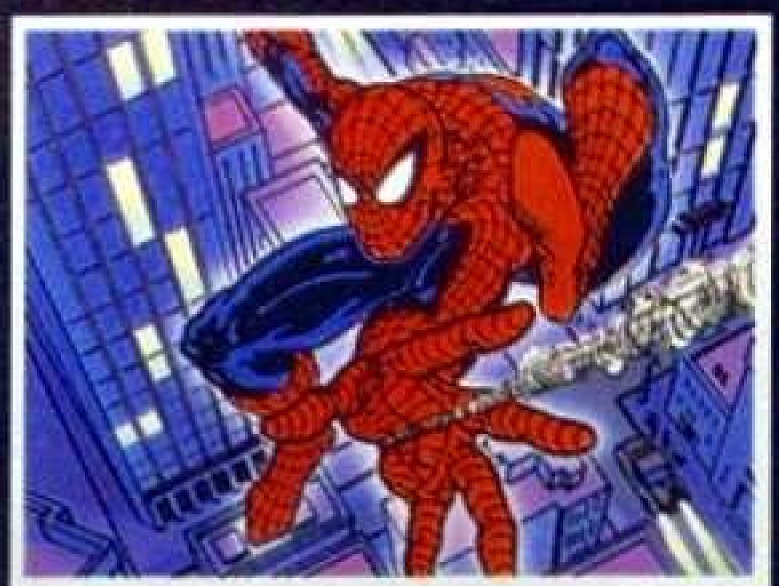
ANGUS "DON JUAN" SWAN
Our Angus has a different sort of fear altogether - rejection. However, they say that the way to beat a fear is to face it head on. Thus, as the Romeo of Farringdon attempts to woo the ladies (including the researcher from You Bet!), he faces up to his greatest nightmares as, time and time again, he is blown out...

CURRENT FAVE GAMES:SUPER MARIO KART, KING ARTHUR'S WORLD, STREET FIGHTER II

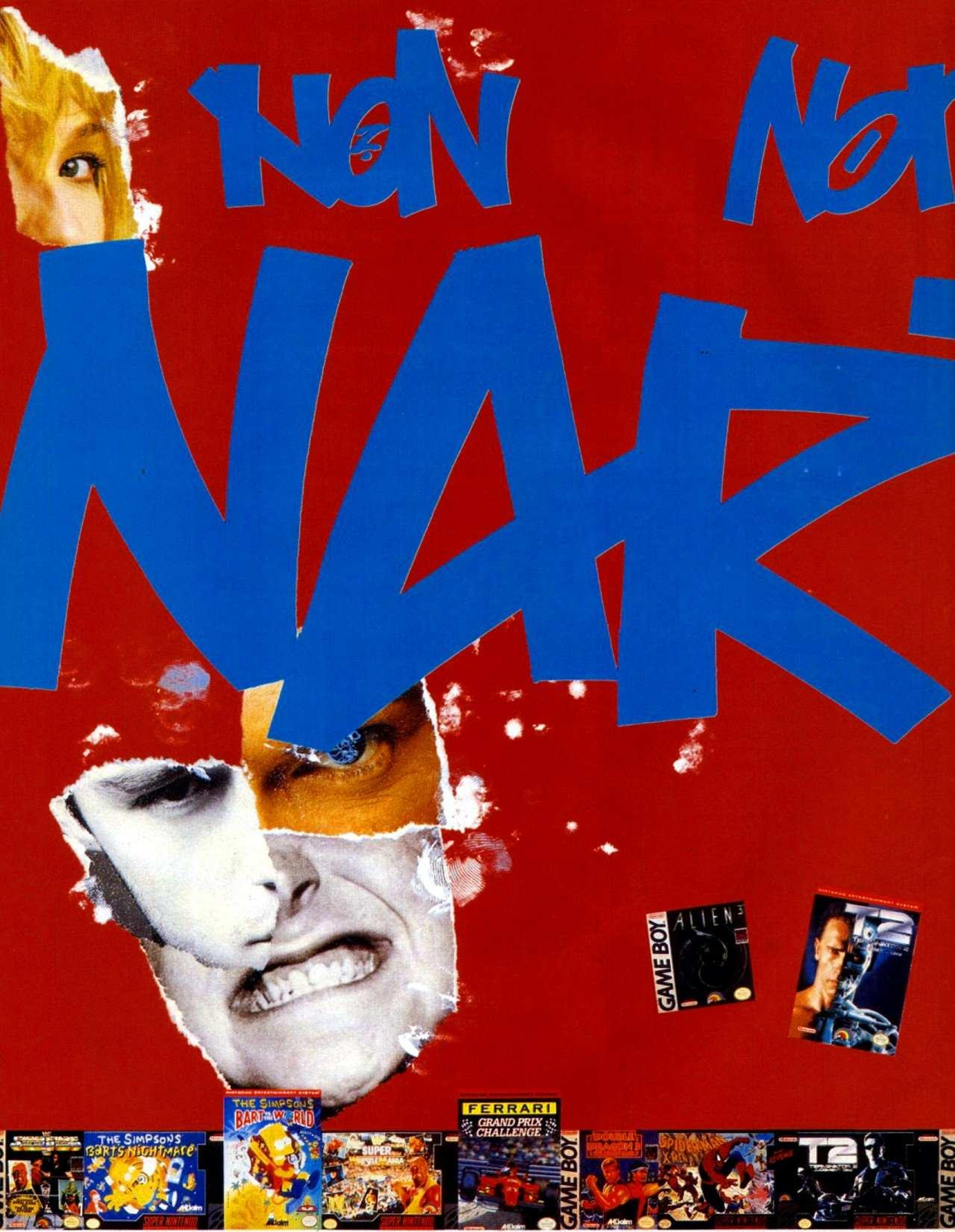
PAUL "DARLINGS, LUVVIES" DAVIES
Since the NMS crew's appearance on You Bet! Paul has become afraid of mixing with non-celebrities. He now swaggers around the office, looking down his nose at the rest of team, whilst sipping Earl Grey and altering his cravat.

CURRENT FAVE GAMES:KING ARTHUR'S WORLD, STREET FIGHTER II, SUPER GHOULS 'N' GHOSTS

NMS GAMES OF THE MONTH



KING ARTHUR'S WORLD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THE SIMPSONS
BART'S NIGHTMARE
THE SIMPSONS
BART VS THE WORLD
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SUPER NINTENDO

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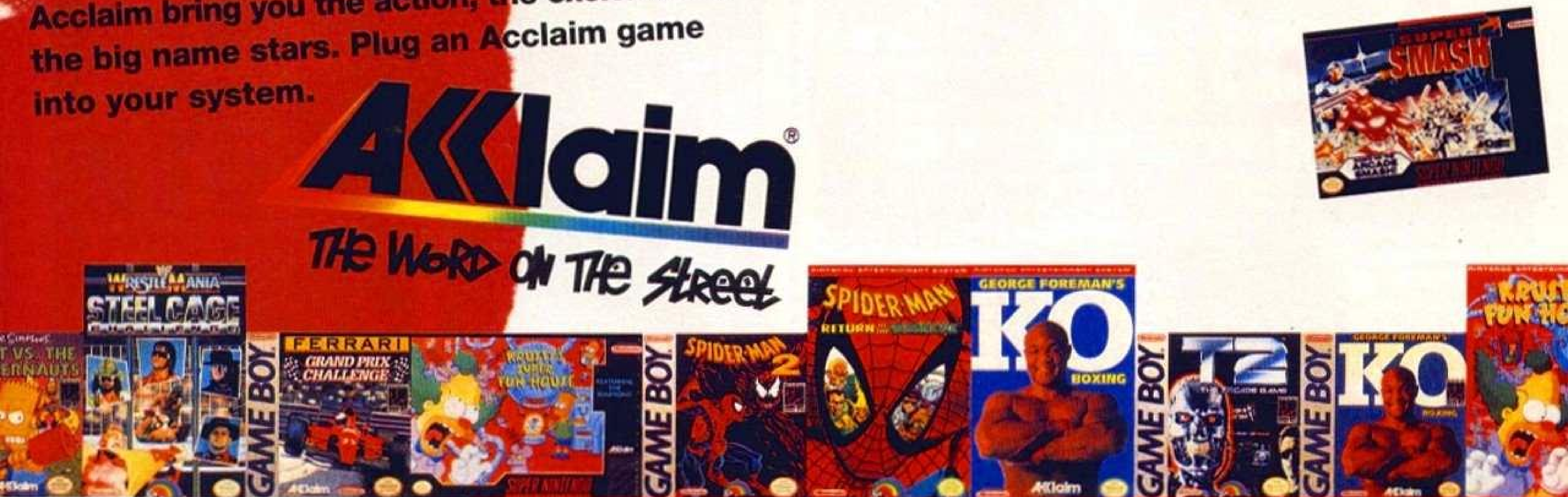
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GAME BOY
SPIDER-MAN 2
SPIDER-MAN RETURN OF THE SINISTER SIX
GEORGE FOREMAN'S KO BOXING
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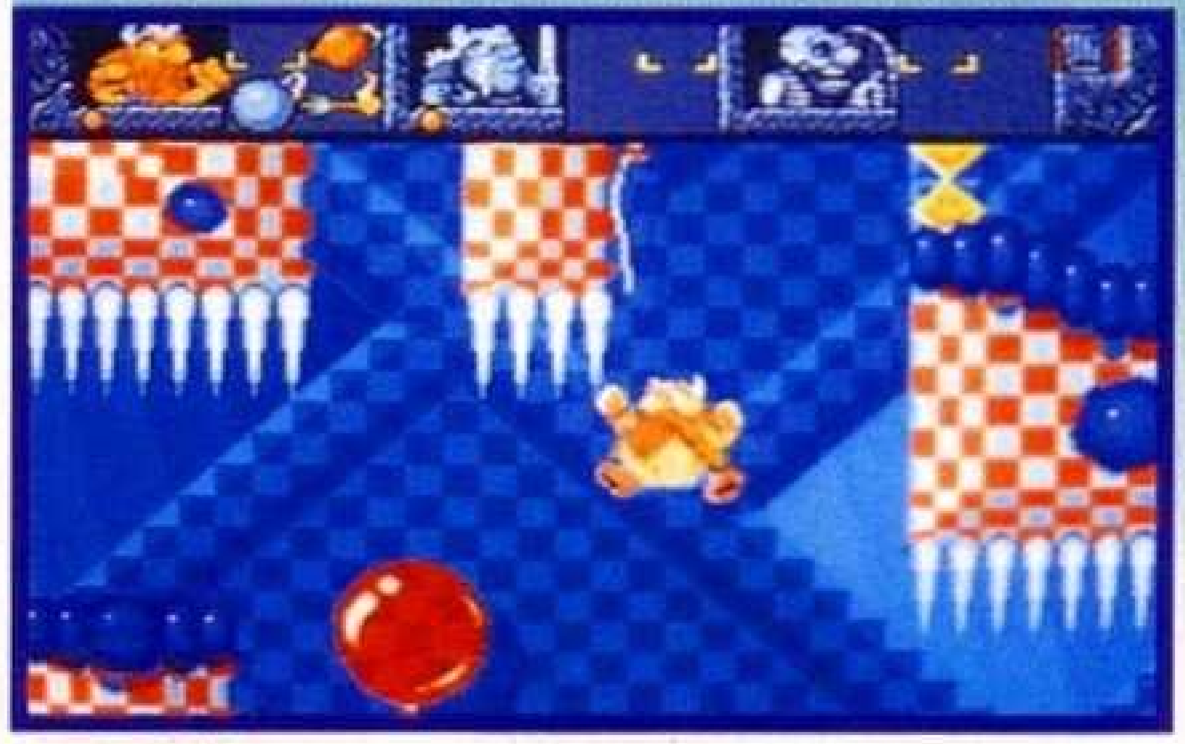
NEWS

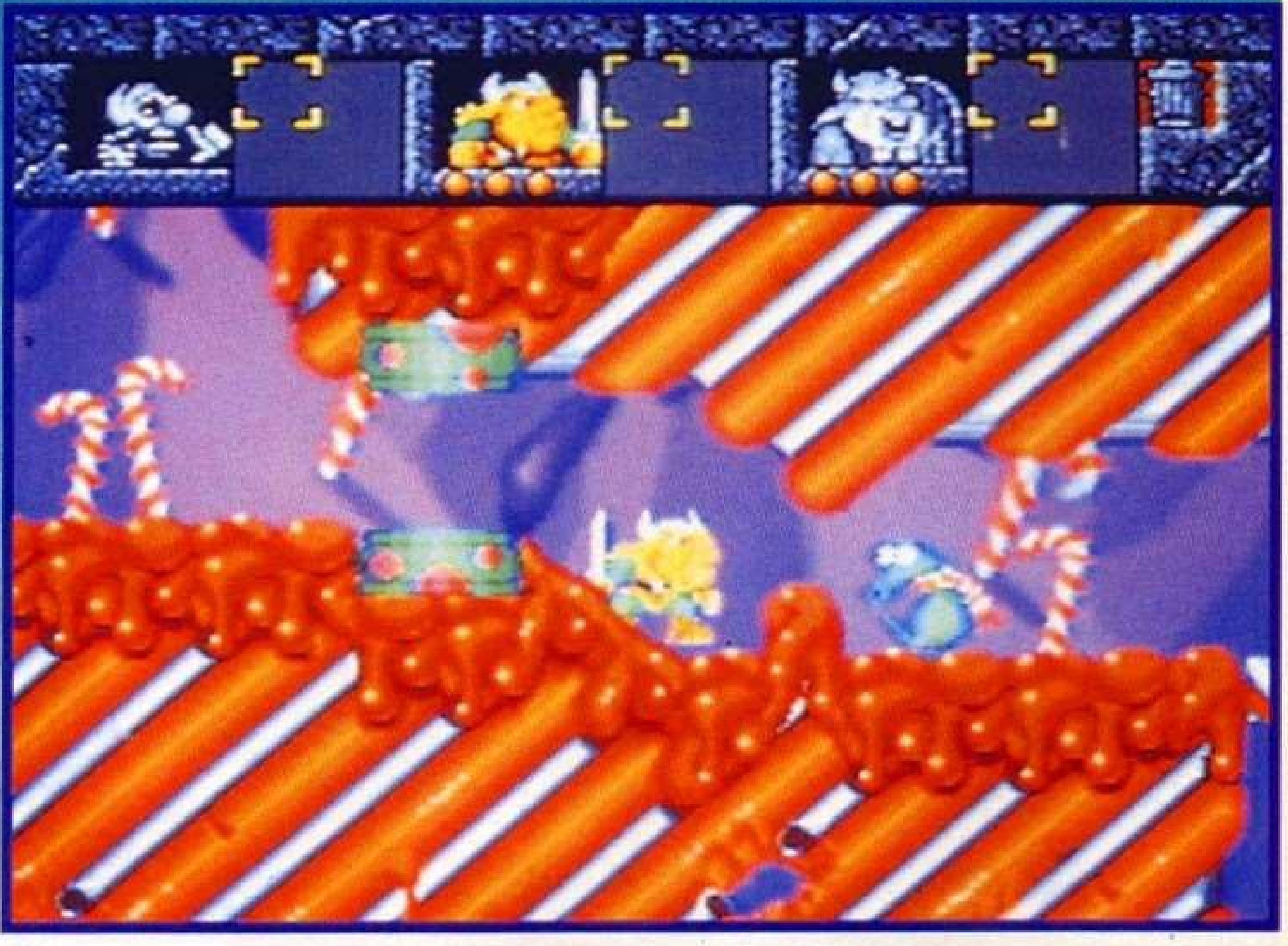
- ● NEW GAME
- ● MOVIE & TV
- ● COMIC
- ● REPORT
- ● HARDWARE
- ● ANIMATION

NORSE CODE!

● NEW GAME **BY: INTERPLAY SNES ACTION**

Fancy a spot of looting and pillaging? If so, Interplay's The Lost Vikings should be right up your long-boat. With three Vikings to control and a play area which spans five different worlds and forty sub-levels, Interplay are promising a rip-roarer of a platformer. The scenario tells of a trio of norsemen who have been whisked away into space by a meddlesome alien. However, on exploration of the futuristic ship, the trio find a series of time gates - which could be the path to their freedom. Thus, whilst exploring the delights of the Great Pyramid and a massive factory, a number of puzzles lie between the Vikings and freedom. Humour seems the order of the day, too, with loads of speech bubbles keeping the player posted of their heroes' status. Expect a review soon...



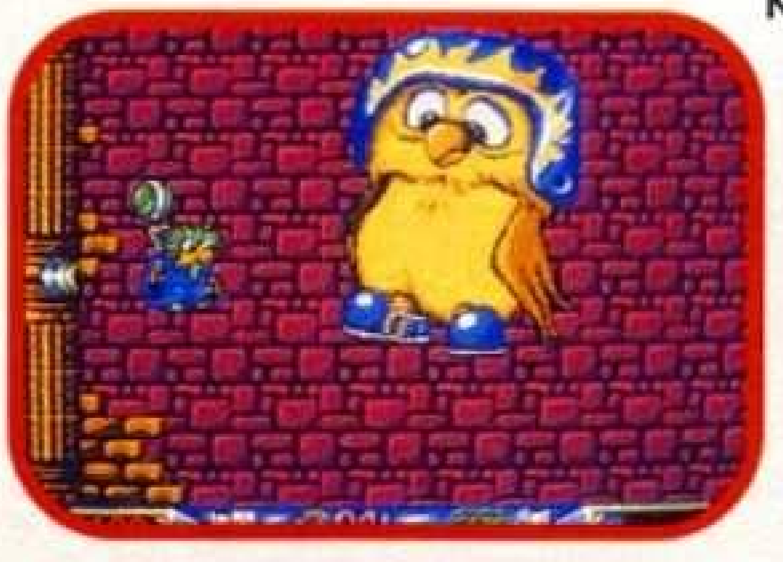


▲ One of the three lost Vikings scurries through one of Interplay's colourful stages.

RUN VT

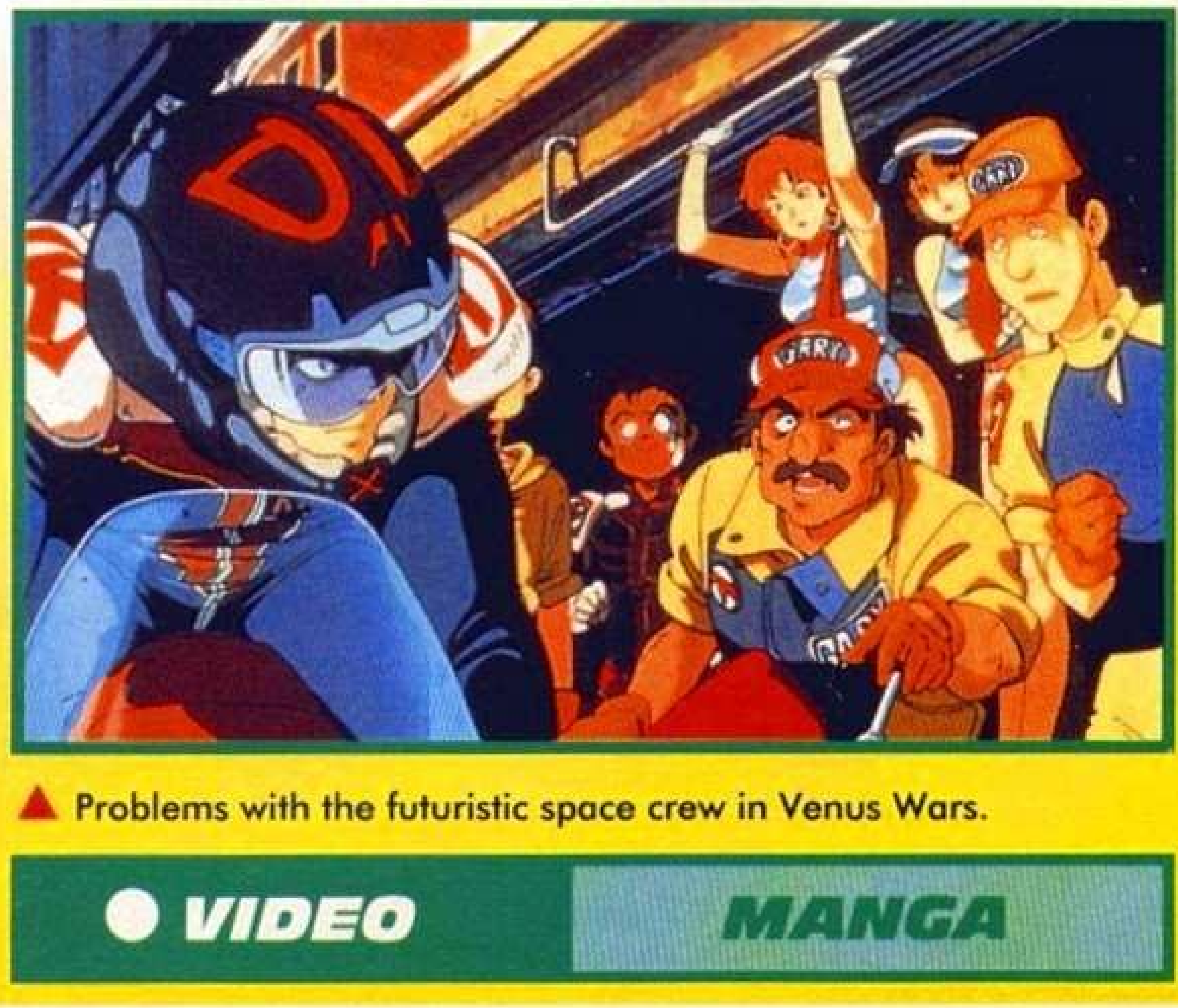
● NEW GAME **BY: KEMCO**

Coming from Kemco is a conversion of Gremlin's Video Kid. Assuming the role of a square-eyed TV fan, you have been sucked through your TV screen into a strange six-world platform landscape based on telly themes like cowboys and indians and sci-fi programmes.



▲ Video Kid's first Boss creature.

In its Amiga incarnation, Video Kid was a bit of a flop to say the least. However, it is believed that Kemco's developers are going all-out to rectify the original game's problems. Versions are planned for the Super NES, NES, and Gameboy and will be out after Christmas.



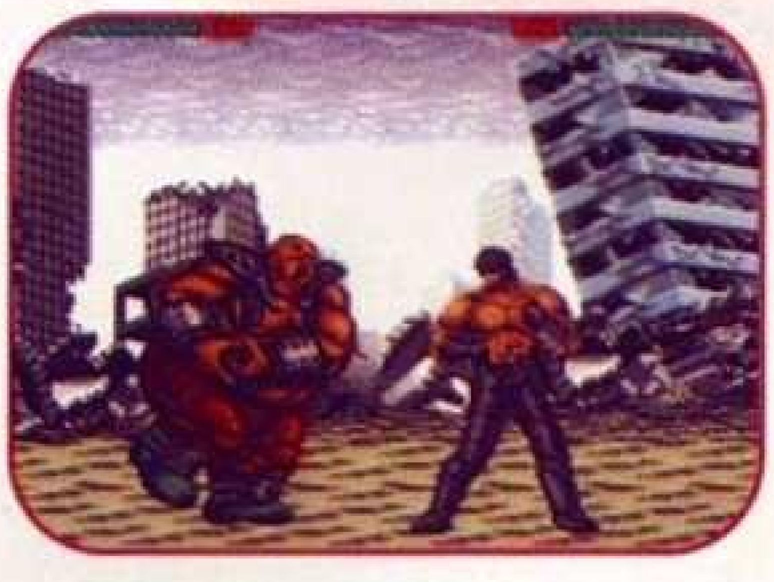
▲ Problems with the futuristic space crew in Venus Wars.

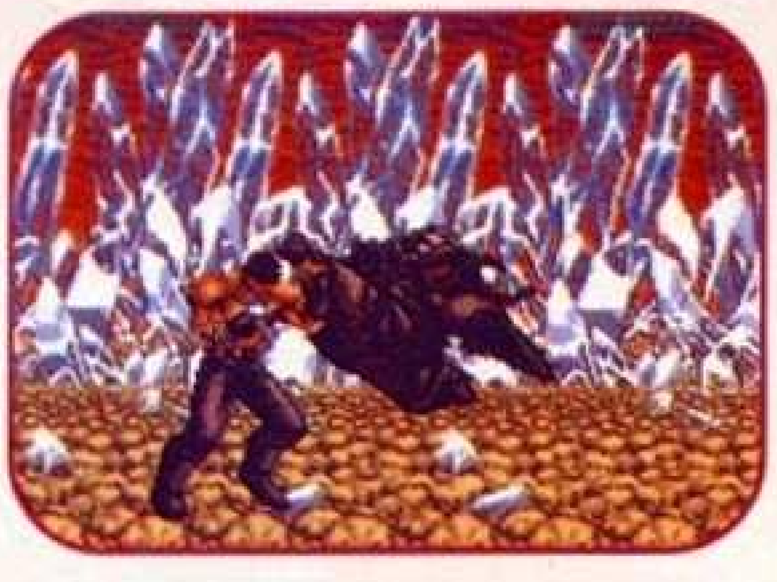
● VIDEO **MANGA**

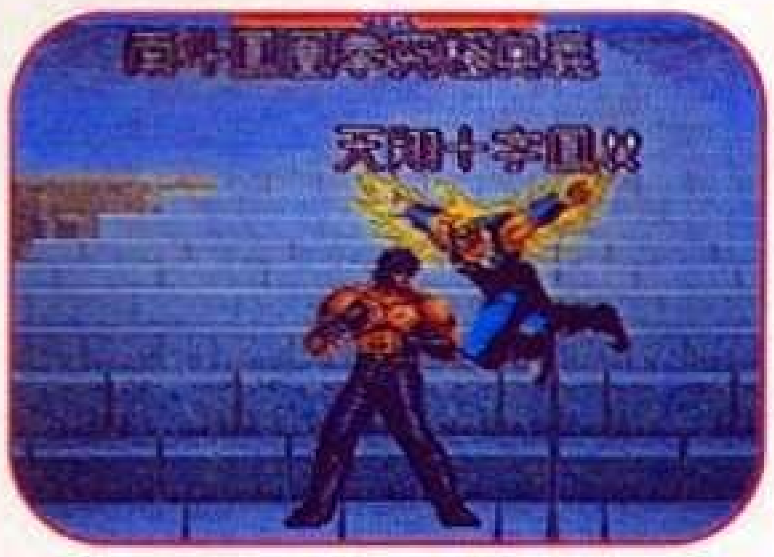
MANGA-LING

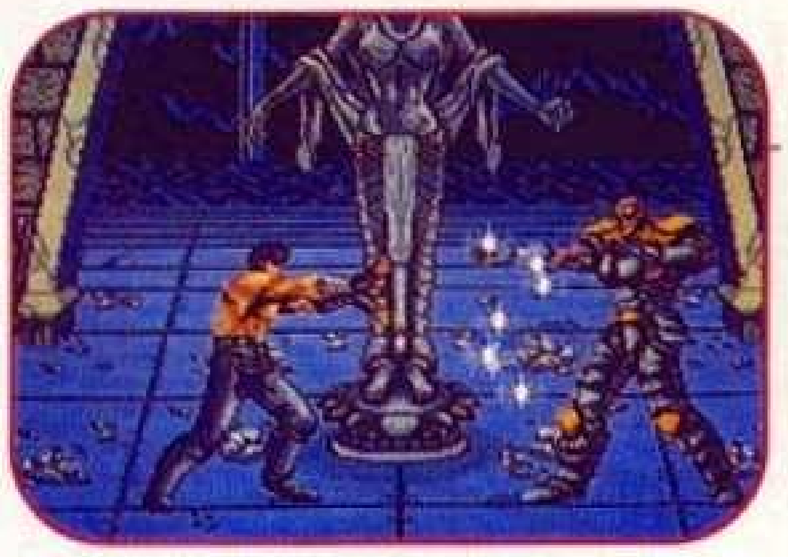
NEW GAME BY: INTERPLAY SNES ACTION

Already available on the Gameboy, a Super NES conversion of Fist Of The North Star is currently in production. Based on the Japanese Manga cartoon of the same name, Fist is a massive beat 'em up which pits the player against a series of extremely butch opponents. The Gameboy version was a great success, and the programmers at Toei Animation are striving to make as much use of the Super NES's better capabilities as possible. With massive sprites, eight opponents (all of whom have been ported across from the cartoons in all their glory) and a wide variety of fighting moves, Fist Of The North Star looks like it could be the business.





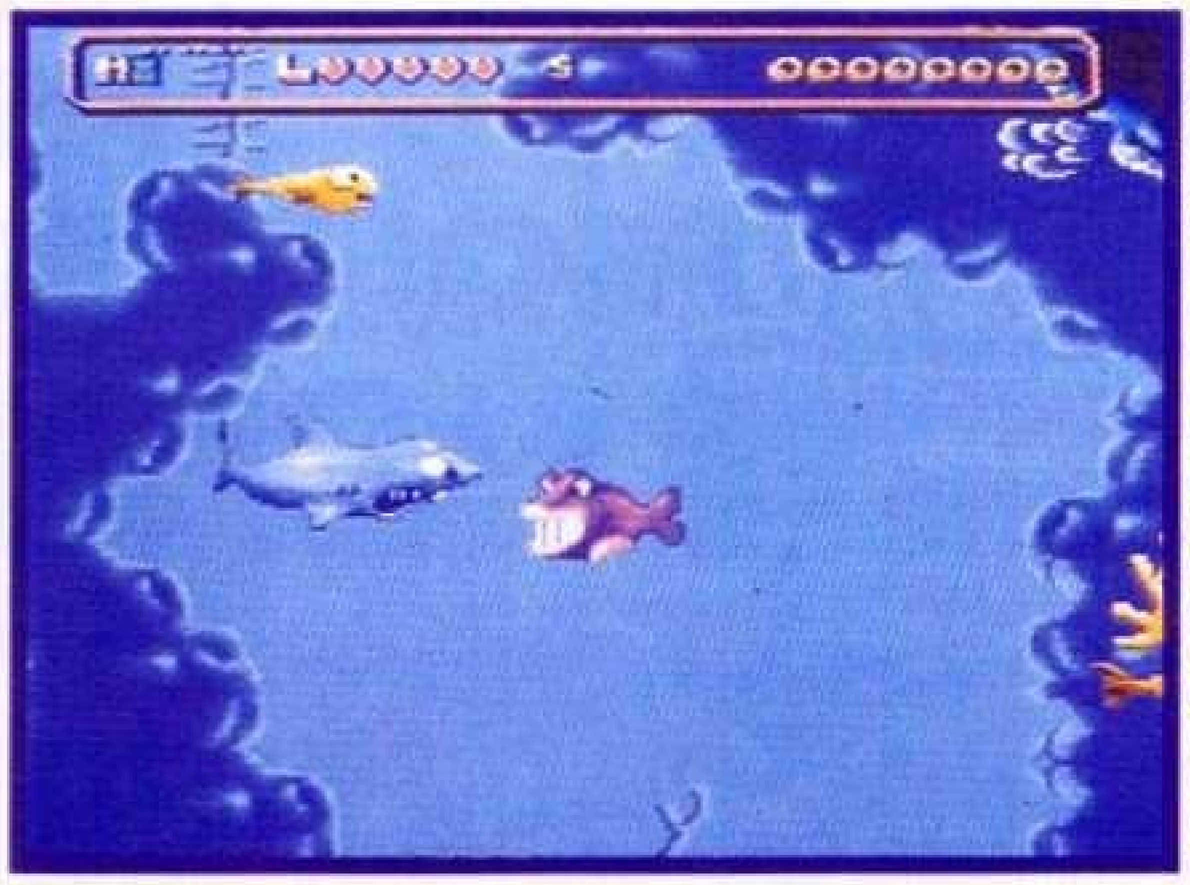




CLAY FOR TODAY

NEW GAME BY: INTERPLAY SNES

Coming soon from Interplay is Claymates. It's a massive arcade/adventure which stars a clay-based character called Clayton who can change his form into one of five shapes - including a cat, a bird, and a fish. Thus, when a particular hard area is found, by turning into the character most suited to the environment, the puzzle is overcome. With loads of hidden bonuses and power-ups, this could be one to watch.



TheClaymate's fishy persona. ▶

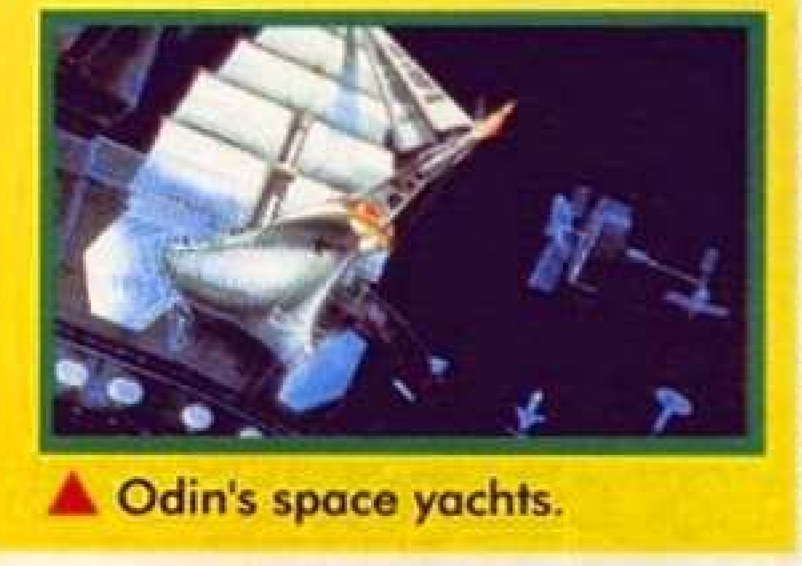
GREMLIN GET INTO GEAR

Riding alongside their Nigel Mansell licence, Gremlin are producing a conversion of their Amiga motorbike game, Team Suzuki. Although no development team has been decided yet, Team Suzuki is set for release on Super NES and NES systems. Sounds interesting! Also on its way from Gremlin is a Super NES conversion of another of their Amiga hits, Zool. Originally billed as the Amiga's answer to Sega's Sonic The Hedgehog, the original game proved to be quite a laugh, and Gremlin say that the Super NES version will be greatly enhanced to make the most of the system's improved capabilities. Work is at a very early stage at present, but expect a preview real soon.

GAME BY: GREMLIN

MORE MANGA

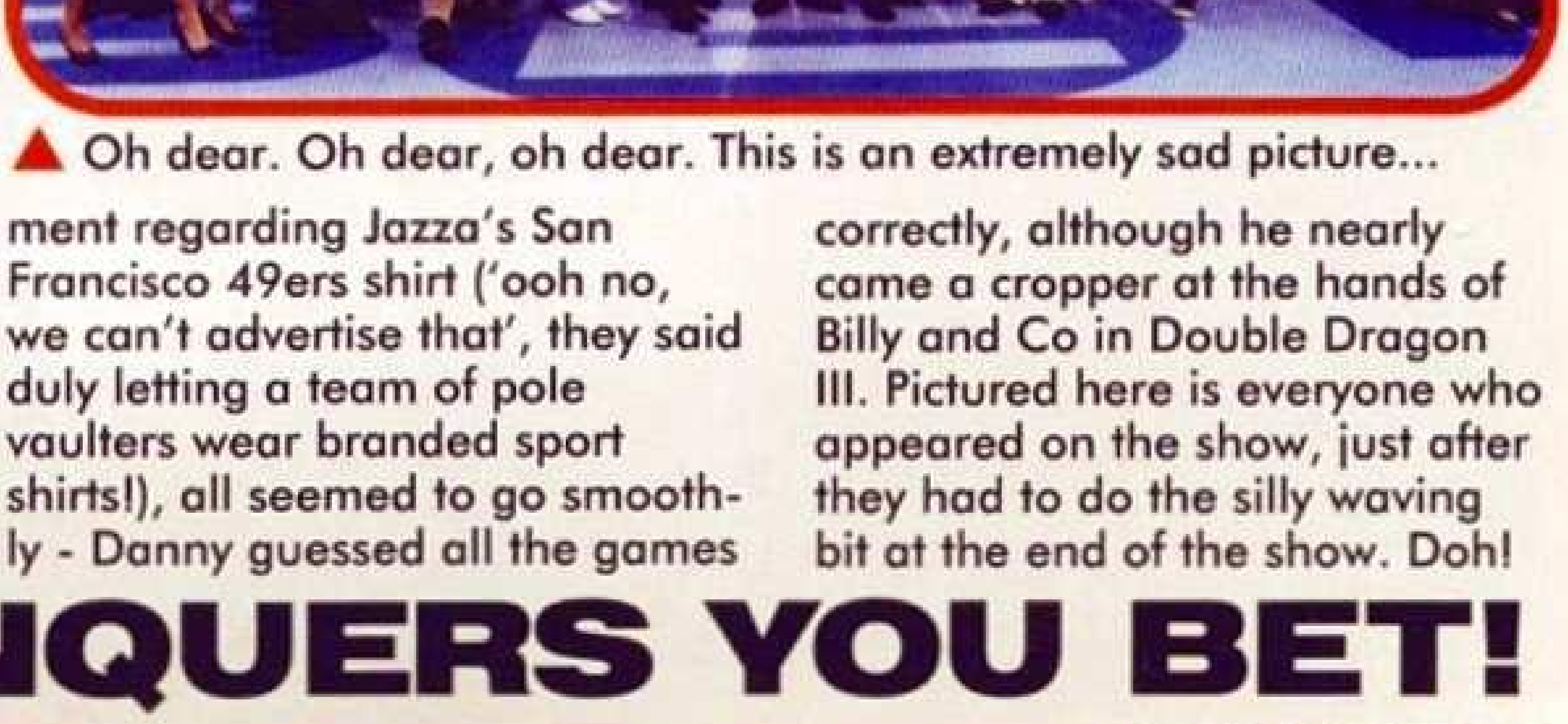
Continuing the steady stream of excellent Manga cartoon releases come Odin and Venus Wars, both space-age adventures. They certainly sound promising, and at £12.99 each are well worth a gander.



▲ Odin's space yachts.

NMS CONQUERS YOU BET!

If you were glued to your TV on October 3rd, you may have noticed six rather handsome chaps participating in one of the challenges on LWT's You Bet! Ex-Sega champion Danny Curly had set himself a challenge whereupon he reckoned he could recognise a selection of randomly-picked games just by listening to a five second extract from the game's soundtrack. As You Bet!'s producers were putting the show together, they needed people who obviously knew their stuff when it came to games, and a quick call to Jaz secured our very own Steve, Andy, Gus, and Paul, who were also joined by Tom from Megatech. Rolling up to the studios, we were ferried to and fro and, despite a little disagreement regarding Jazza's San Francisco 49ers shirt ('ooh no, we can't advertise that', they said duly letting a team of pole vaulters wear branded sport shirts!), all seemed to go smoothly - Danny guessed all the games correctly, although he nearly came a cropper at the hands of Billy and Co in Double Dragon III. Pictured here is everyone who appeared on the show, just after they had to do the silly waving bit at the end of the show. Doh!

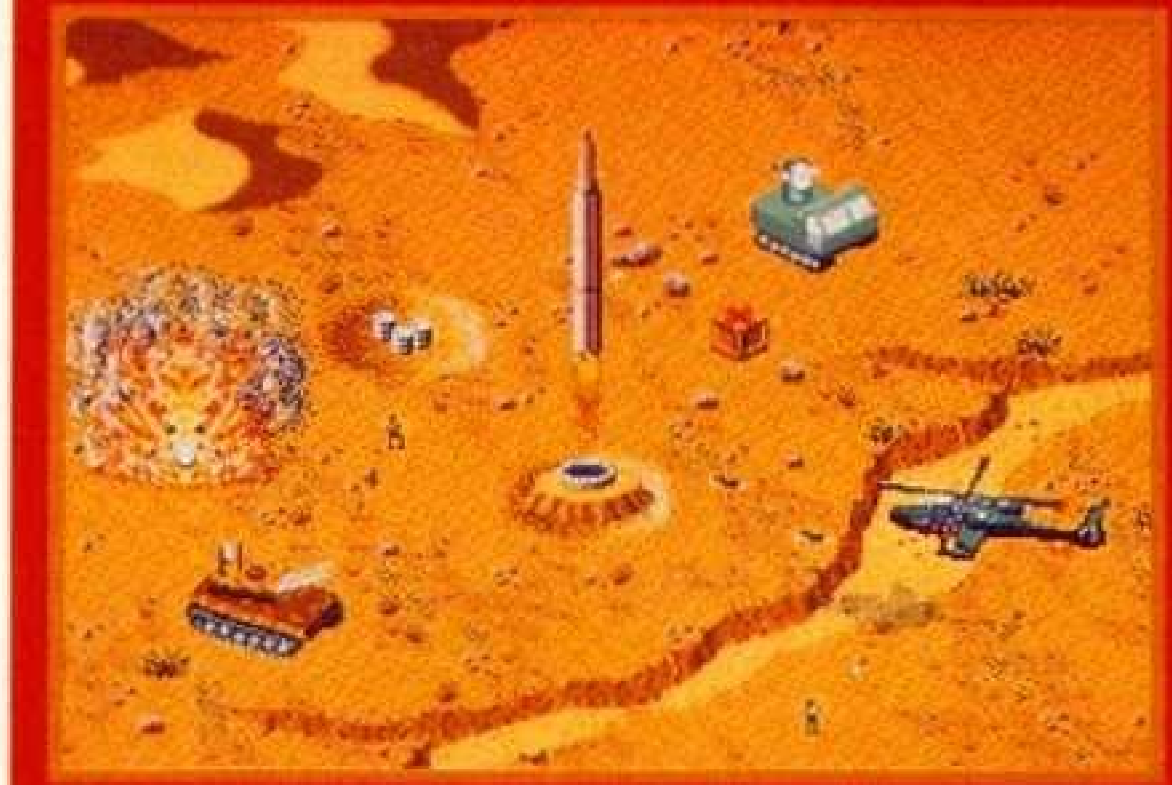


▲ Oh dear. Oh dear, oh dear. This is an extremely sad picture...

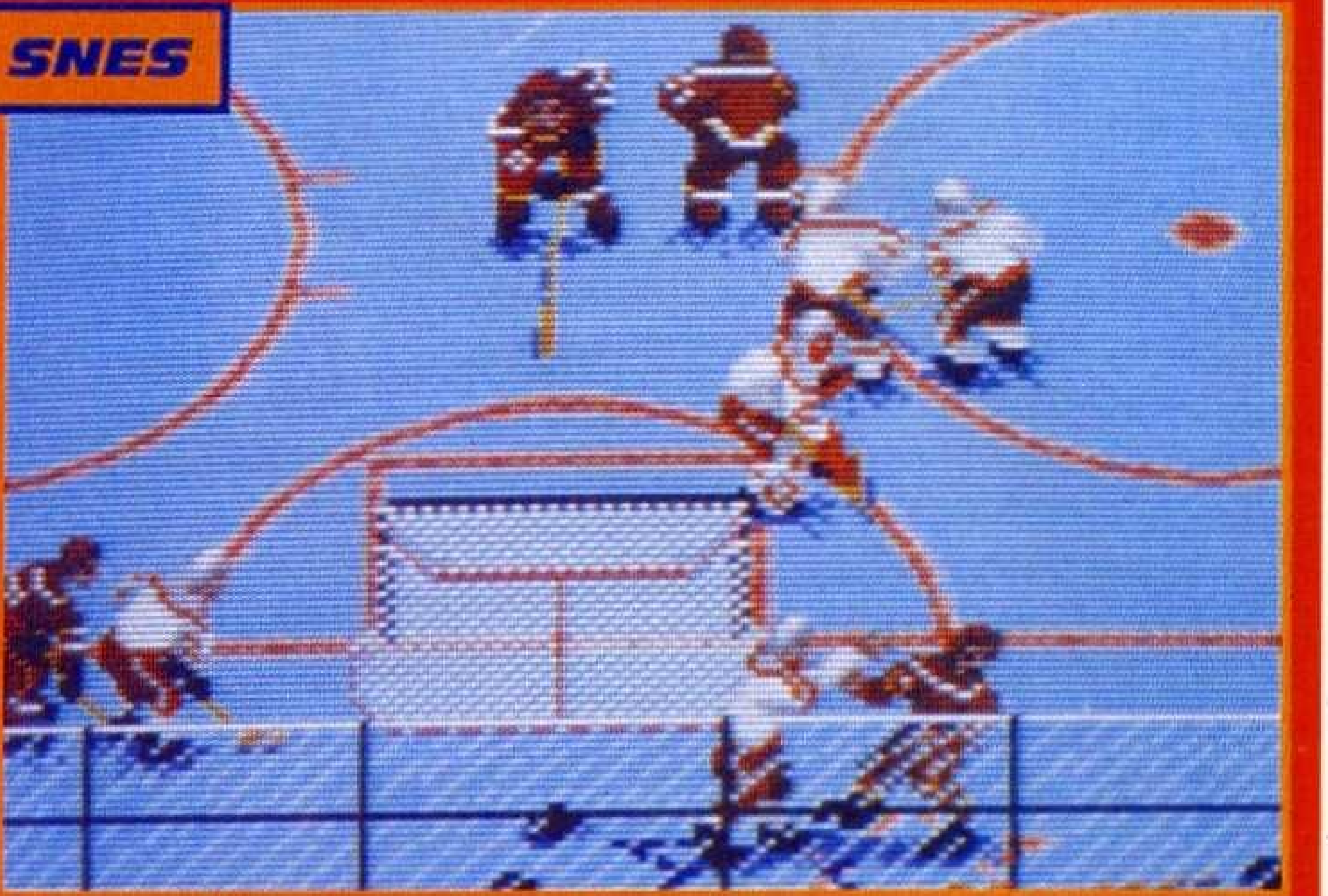
WOAH-OH, THE HOCKEY COKEY

NEW GAMES **BY: EA SNES**

Two of the better games on the Sega Megadrive are EA's Ice Hockey and Desert Strike - both of which are now set to appear on the Super NES. Both are looking promising, and EA reckon that they'll both be just as good as the Megadrive versions. Sound like ones to look out for.



▲Super NES Desert Strike in all its glory...



▲All the rough'n'tough action of Ice Hockey is set to grace the Super NES real soon.

ANYONE FOR TENNIS?

NEW GAME **BY: UBI SOFT**

On show on the UBI Soft stand at the recent ECTS Show was Jimmy Connor's Pro Circuit Tennis, which looks as if it could well steal Super Tennis's crown. Having got to grips with the game's numerous practice modes, the real action offers the player a number of trophies to try for - providing you get past Jimmy, that is. From what we have seen, Pro Circuit is easily one of the most controllable Tennis games yet, and whilst it isn't as immediately playable as Super Tennis, it is a lot more detailed and rewarding. In addition, graphically it knocks spots off other tennis games, and the animation on your player's sprite is nothing short of brilliant. We are extremely eager to get our hands on this, and aim to bring you a review as soon as possible.

NOT-SO SECRET SQUIRREL

NEW GAME **BY: OCEAN**

Coming soon from Ocean is a brilliant-looking platform epic called Mr Nutz. The game draws its name from its Squirrel main sprite, and Nutz is set the task of making his way from left to right across a horizontally-scrolling play area in search of numerous bonuses. Obviously, though, the inhabitants of the forest he is strolling through don't take too kindly to this and are out to stop him, but Nutz disposes of these do-gooders by either jumping on them or by smashing them off screen with a well-timed flick of his bushy tail. Ocean's long-term developers in their French offices are responsible for Mr Nutz and it looks nothing short of stunning. Sadly, though, we won't be able to get to grips with it until March next year.

YOU SPIN ME RIGHT ROUND...

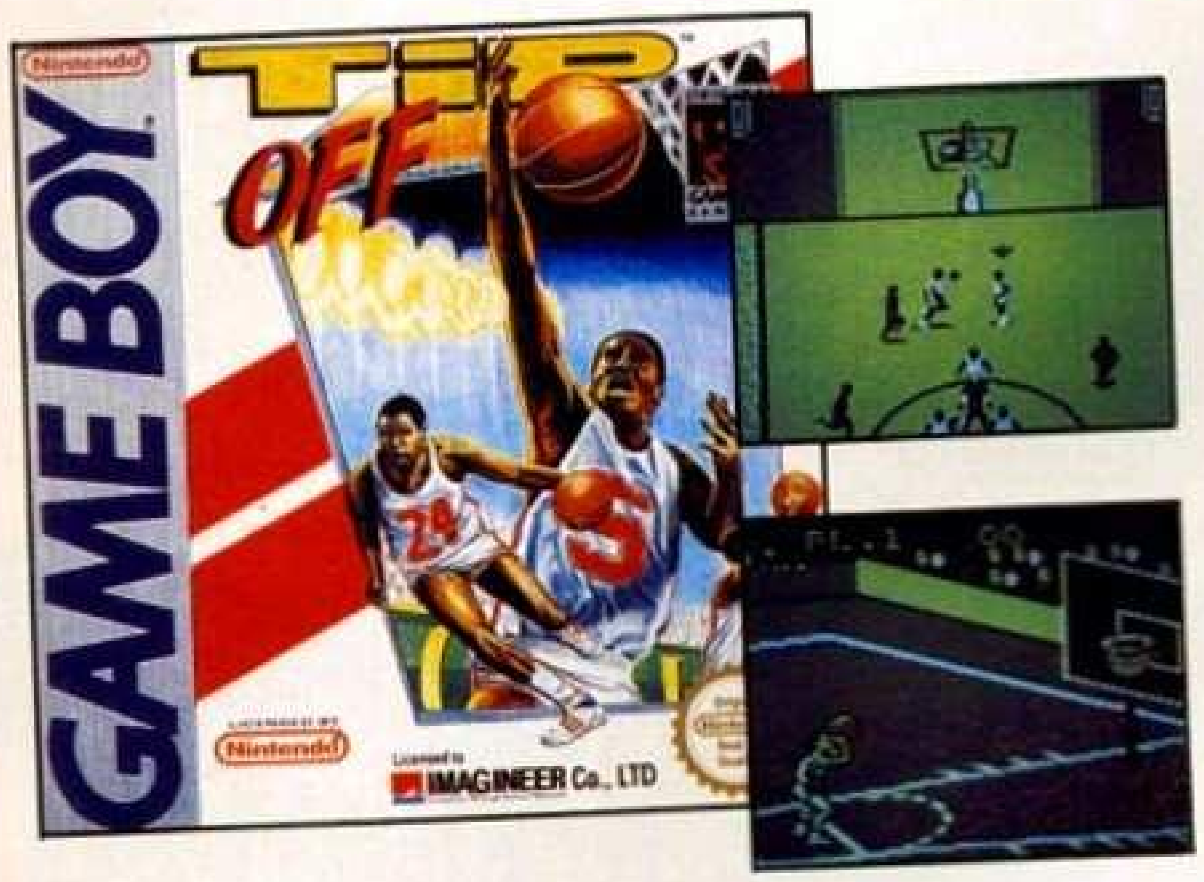
RECORD **TETRIS**

With revamped versions of Gerry Rafferty's Baker Street and Abba's Dancing Queen 'gracing' the charts, it was obvious that eventually someone would pinch a computer game's music for inspiration. Tetris, by one Doctor Spin, is a revamped rave track which uses the familiar Tetris tunes for its basis. It has been produced by one Andrew Lloyd Webber - who obviously hopes to make a big name for himself in the music world. Opinion about he track is split here at NMS - the office moron thinks it's great, but everyone else reckons it comes somewhere between the Birdie Song and Shaddap You Face in the nausea stakes. If you want to check it out, it's available on the Polydor label and is available as either a 7" or 12" single or on cassette. The catalogue number if 865 536-7.

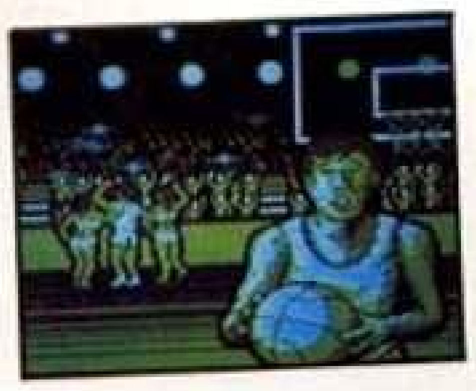
Nintendo
GAME BOY
TETRIS
DOCTOR SPIN

▲ Andrew Lloyd-who?

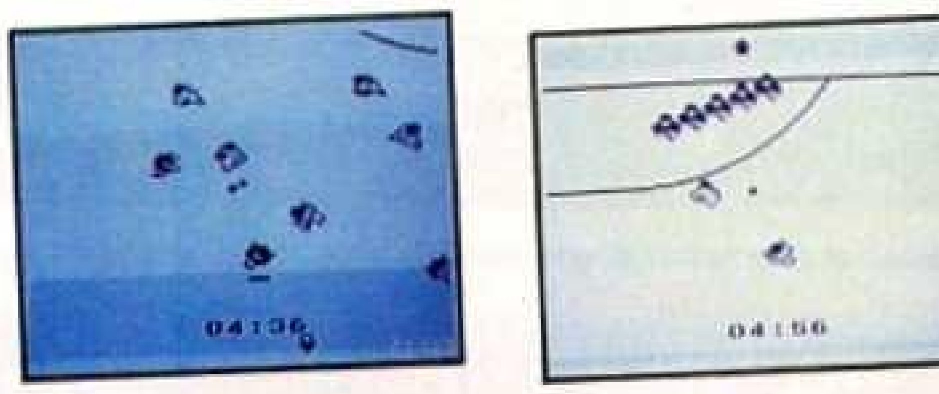
- FIVE OF THE BEST -


GAME BOY
Nintendo
TIP OFF
IMAGINEER Co., LTD

Sheer pace of the game, fluid movement of the players in end to end action, leaves you breathless. The opponents play a mean game of basketball, frequently changing tactics. Outwit him to score a spectacular Slam Dunk. Packed with options - Practice, Skills, Free Throws, Cup Competition, Game Speeds, Skill Levels and many many more. TIP OFF is great fun, giving you a tougher game as your skill and speed improve.



The Game Boy version retain the pace and game play of the console versions except that it is one player only. The scanner allows you to view the position of other players on the pitch at any time during the game. You can glue KICK OFF to the Game Boy and forget about other cartridges (CVG Review)



GAME BOY
Nintendo
Super KICK OFF
ANCO
IMAGINEER Co., LTD

IMAGINEER Co., LTD
KICK OFF
Original Nintendo

Played at a blistering pace and packed with options to give a variety of game play. Instinctive joypad controls to dribble, pass, shoot, head and chip the ball and slide tackle the opponent. Packed with features like Red and Yellow cards, free kicks, corners, set piece free kicks, penalty shoot out, league and cup competitions, Kick Off provides months of pleasure.

The struggle against the evil awaiting you is gigantic. The fire power at your disposal is mega but the price of failure is total annihilation.
Battle through the five worlds of darkness against awesome monsters, explore hidden rooms but keep half an eye open for the unexpected. The world of Turrican is very dangerous but exciting.

IMAGINEER Co., LTD
SUPER TURRICAN
Nintendo
Original Nintendo

IMAGINEER Co., LTD
ELITE
ELITE
Original

Command your Cobra space craft on a fantastic voyage of discovery and adventure. Explore eight galaxies and thousands of worlds. Fight pirates, bounty hunters, smugglers and invading aliens. Try smuggling or even piracy. Buy extra weaponry and equipment for your ship until you have the toughest ship around and improve your combat rating as one of the Elite.

imagineer

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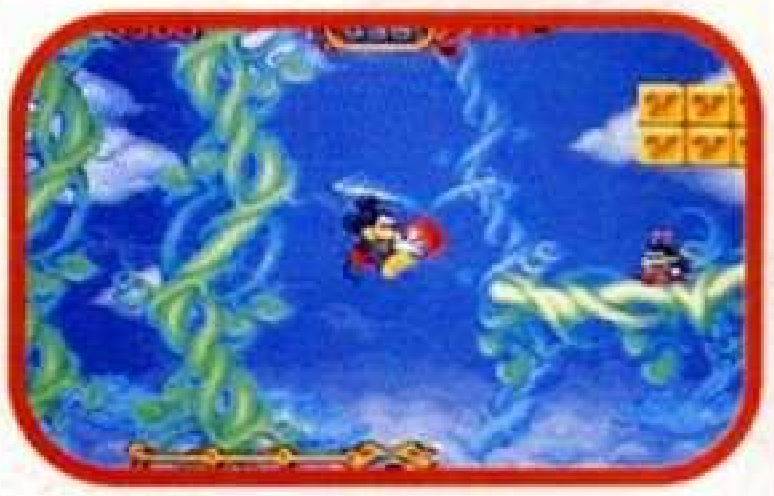
Nintendo
ENTERTAINMENT SYSTEM™

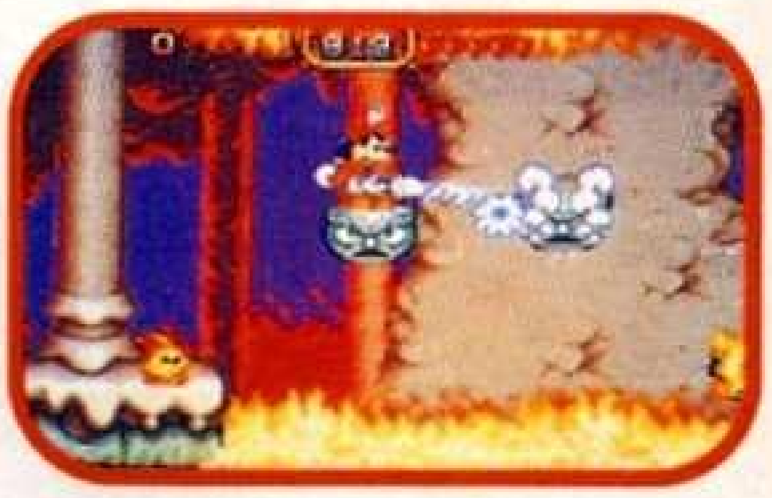
NEWS

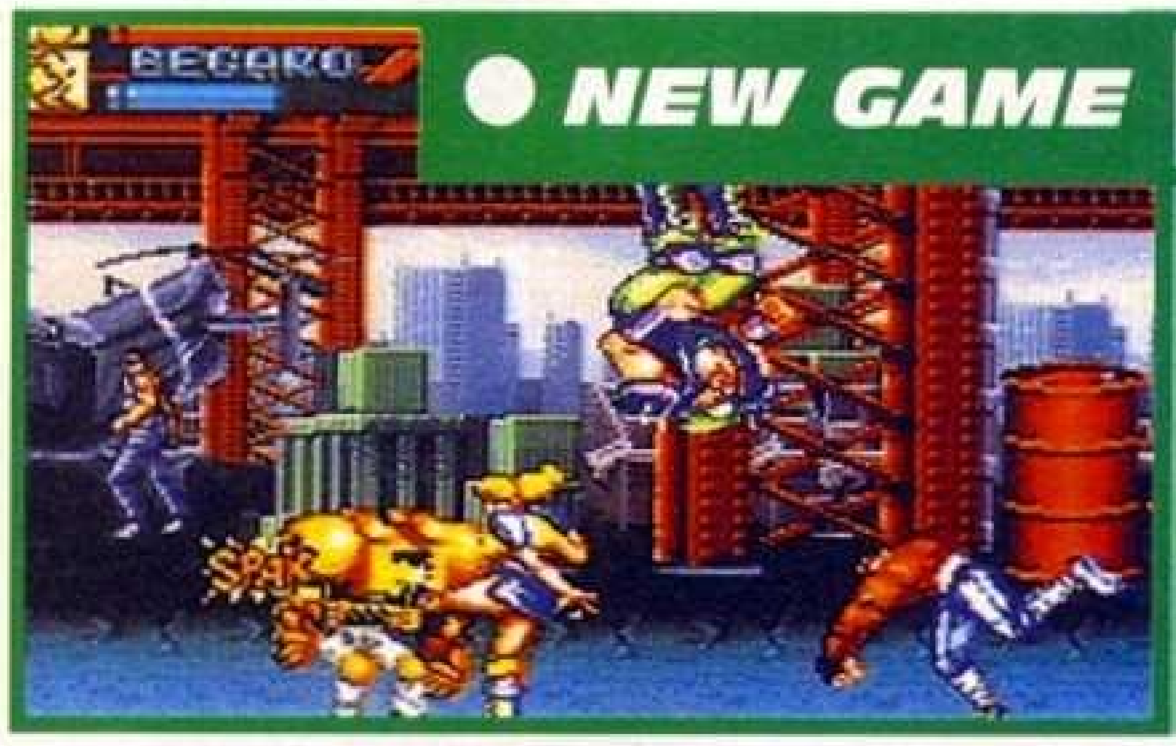
● NEW GAME **BY: CAPCOM SNES PLATFORM**

WHO'S THE LEADER OF THE GANG?

Michael Mouse is destined for Super NES stardom. Programmed by Capcom, Disney's most famous character will appear in a Super Mario World-style platform romp, with Mickey out to rescue Pluto from an evil wizard. As is typical with all such baddies, the Wizard has stashed Mickey's faithful canine companion in a distant castle, leaving the hapless Mouse with no other option but to traverse the forests and pathways in an attempt to rescue him. The graphics and sounds are simply superb, and we'll have more news on this ace game soon.



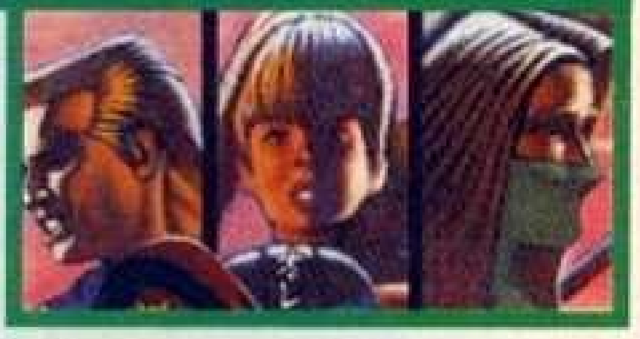




● NEW GAME **BY: CAPCOM SNES BEAT 'EM UP**

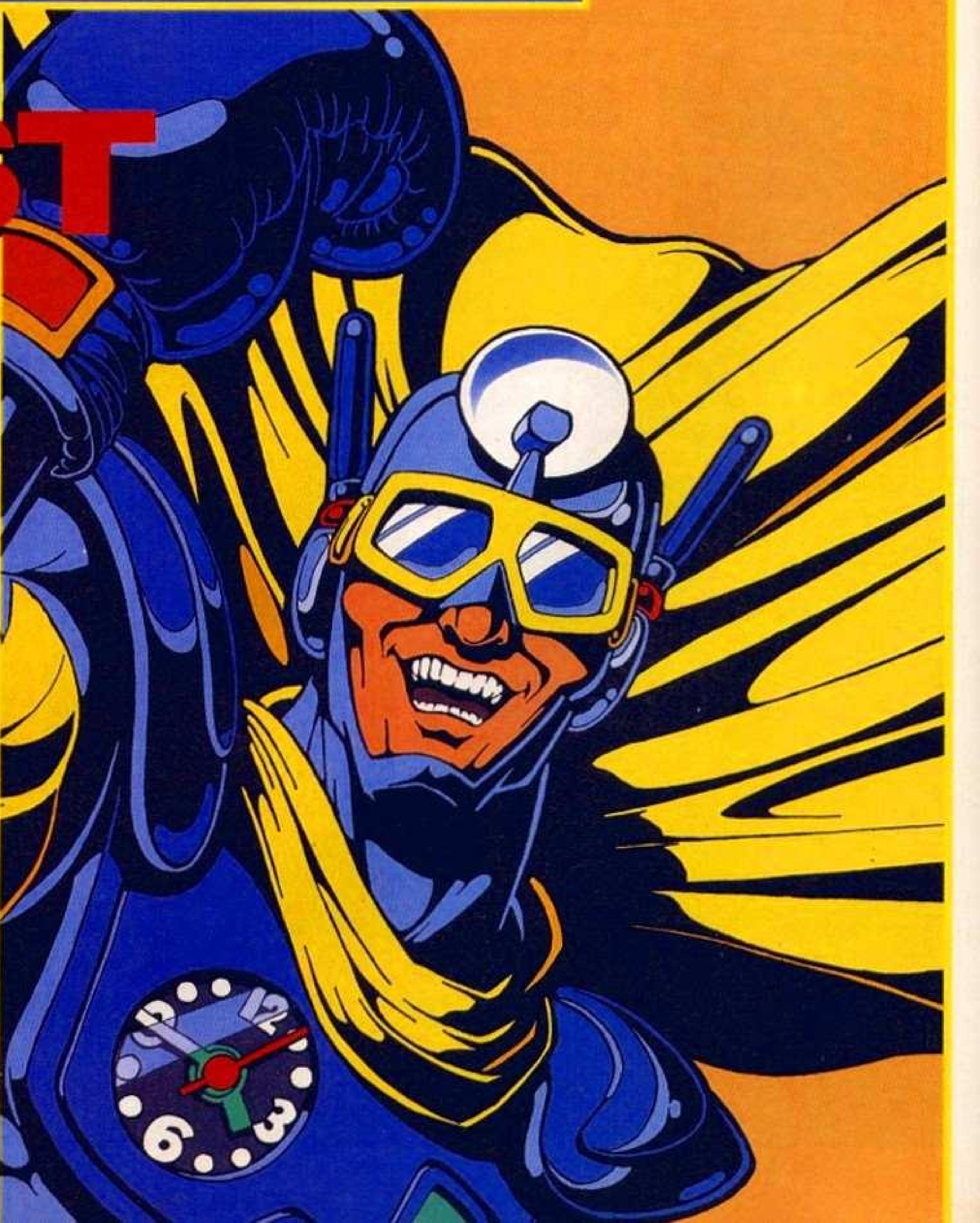
MORE RIVALRY

Following the disappointing performance of Rival Turf in the first issue of NMS, its heroes, Uzi Nelson and Jack Flak, are set to return in a 12-meg extravaganza called, imaginatively, Rival Turf II. As the game is only midway through development, firm details are a little scarce, but expect more of the same fighting action, except with a few more larger baddies thrown in and more sprites on the screen than usual.

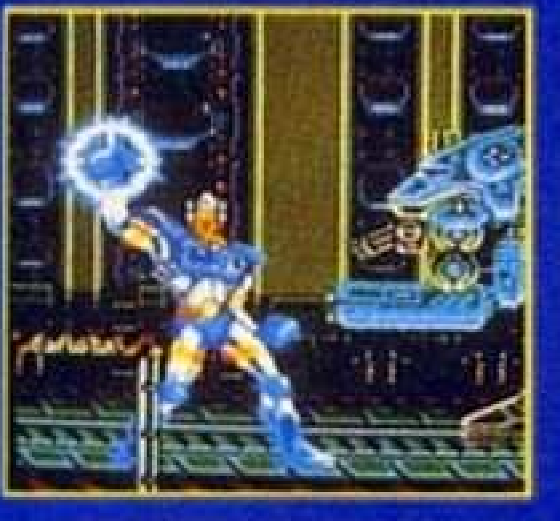


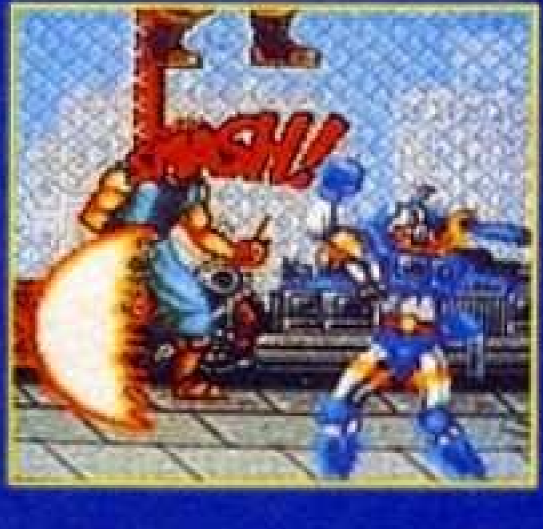
● NEW GAME **BY: TAITO SNES BEAT EM UP**

IT'S A BLAST (MAN)!



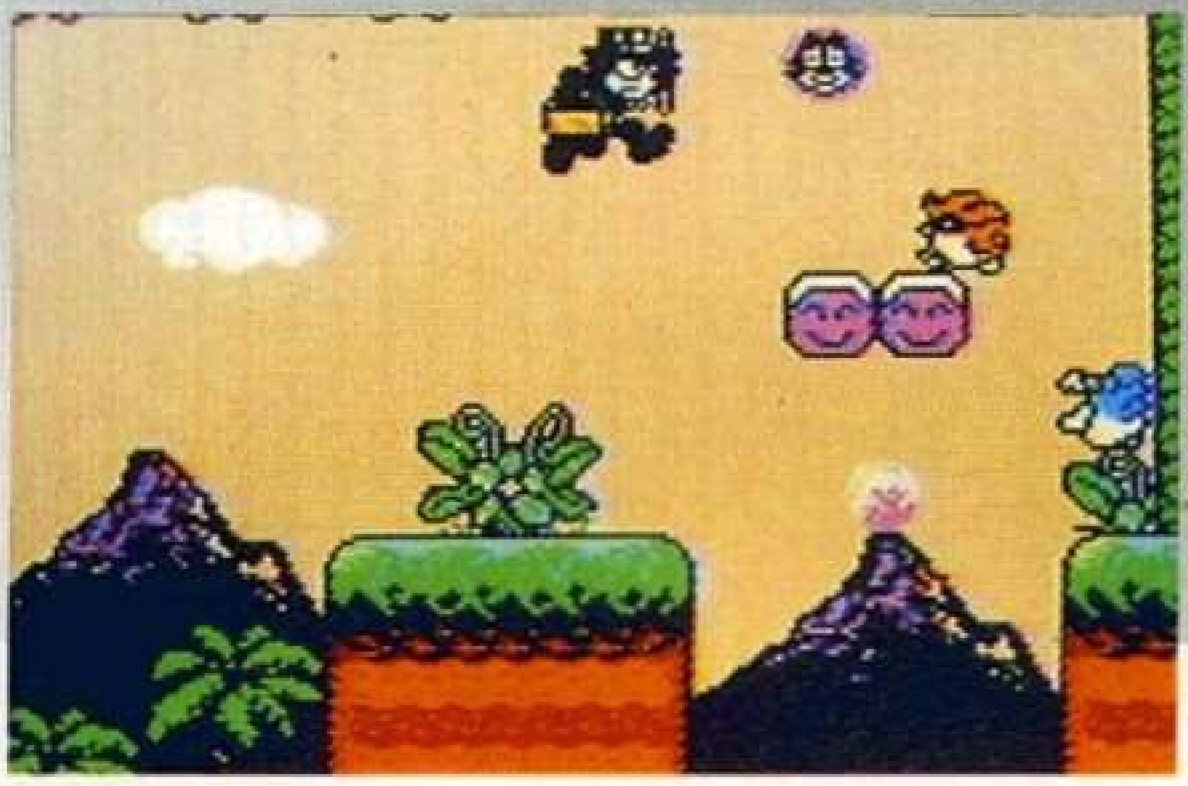
Regular arcade-goers will already be familiar with the Sonic Blastman coin-op. Sporting a massive cushioned pad and a boxing glove, the basic aim of the game is to inflict as much on-screen damage as possible by belting the pad as hard as you can. The game is immensely popular in Japan, and is currently being converted to Super NES. The action is split into two distinct styles: the first is a Final Fight style beat 'em up with Blastman taking on all manner of scumbag opponents in a fight to the death, whilst the second section will be (wait for it!) an exact copy of the coin-op. Quite how the programmers are going to recreate the punching action using a control pad is a mystery, but our money is on a Decathalon-style system whereupon the buttons are tapped repeatedly to build up power. The only problem we foresee is that the coin-op relied on its novelty value and was a bit low on the lasting appeal front, but maybe the beat 'em up section will counterbalance this. Expect a review soon.

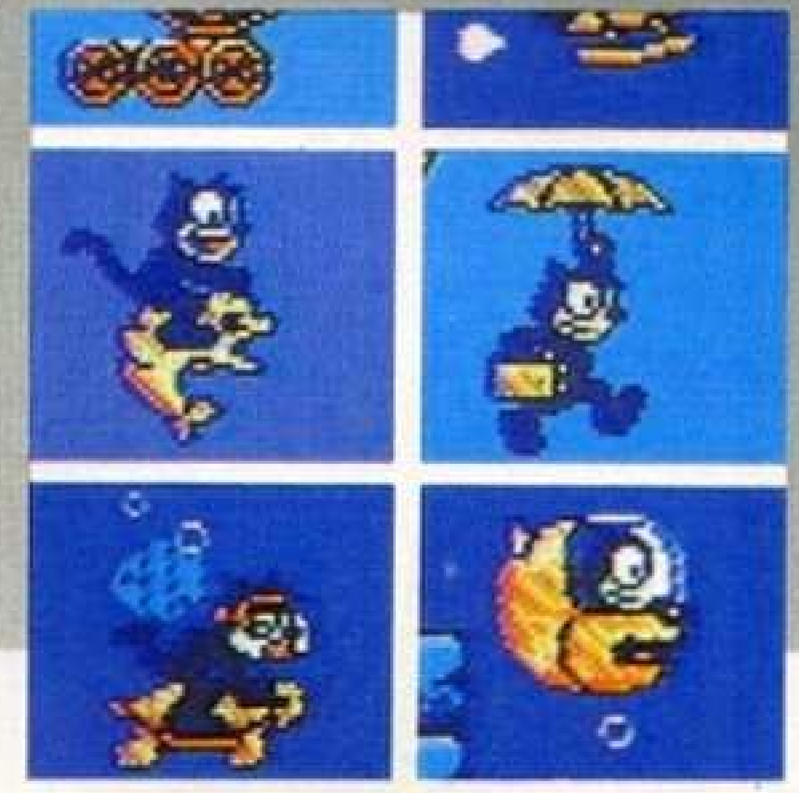




CAT-ASTROPHE

Coming soon from Hudson Soft, is a Mario-style NES platformer starring that cartoon legend, Felix The Cat. An evil professor has kidnapped Felix's leggy beloved and is also threatening to unleash a terrible poison into the world's atmosphere. Doh! The plot is hopeless, but with loads of levels and excursions both in the air and under the sea, Felix The Cat looks to be a rather groovy platform romp. The graphics are excellent, and the Felix sprite strolls along almost identically to the cartoon version. There is no release date as of yet, but Felix should hit your NES early in 1993.



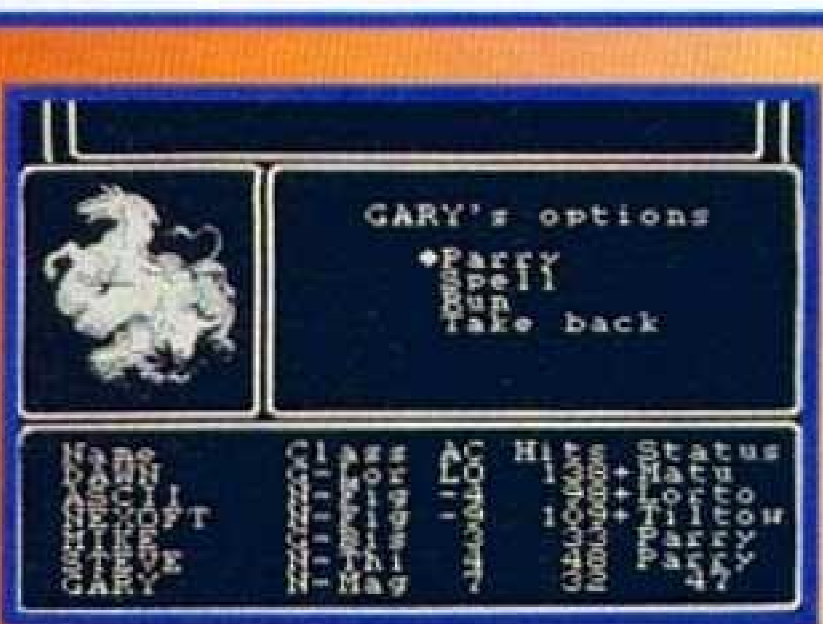


NEW GAME **BY: HUDSON SOFT** **NES** **PLATFORM**

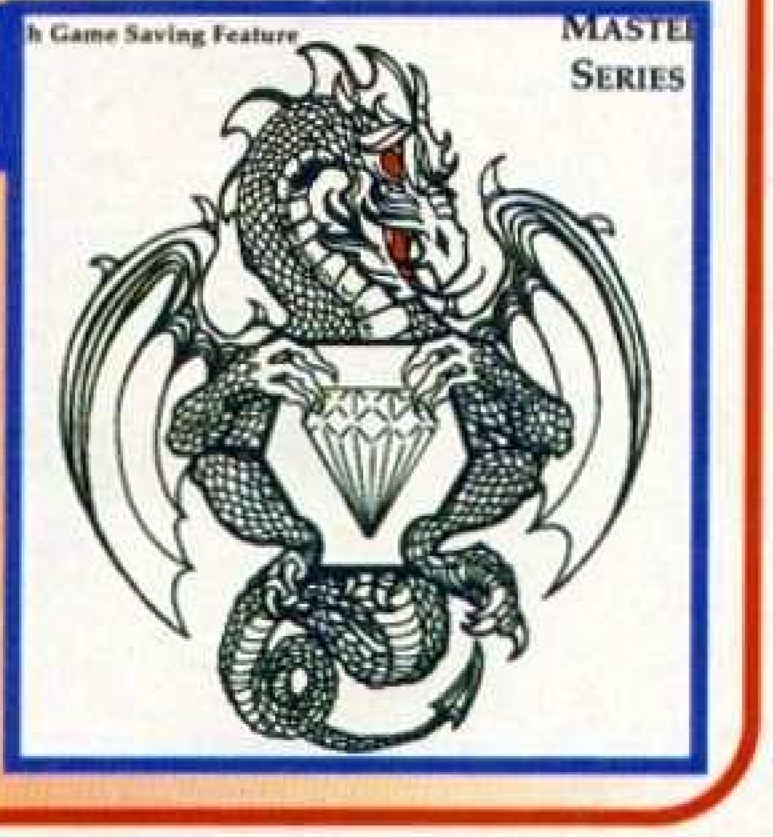
NES ADVENTURING

NEW GAME **BY: ASCIIWARE** **NES** **RPG**

RPG-starved NES users are set for what could be the adventure of a lifetime in ASCIIWare's conversion of Wizardry: Knight of Diamonds. Originally created by RPG specialists Sirtech, Wizardry is viewed through the player's eyes as their party of characters wander through the game's many catacombs. Graphically, it looks a little drab, but this is a fault of most RPGs so we'll reserve judgement until its released later this year.

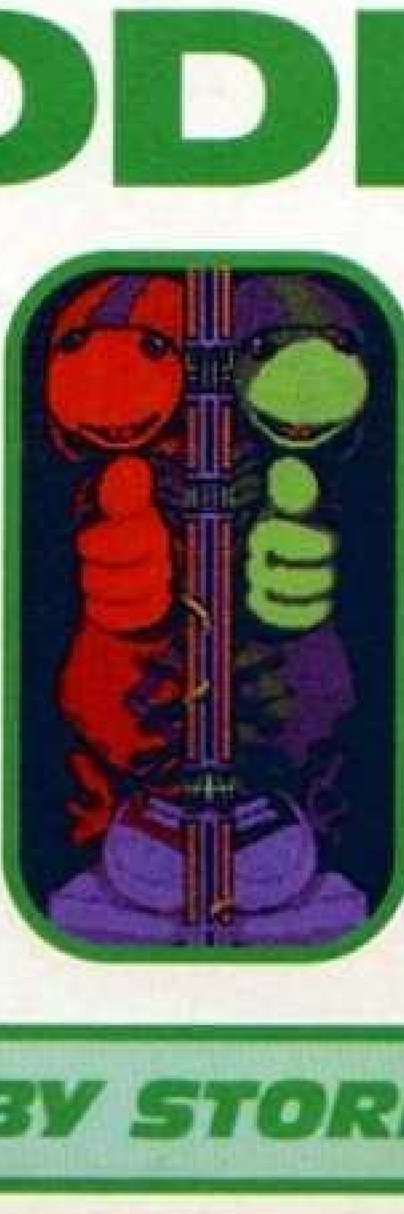


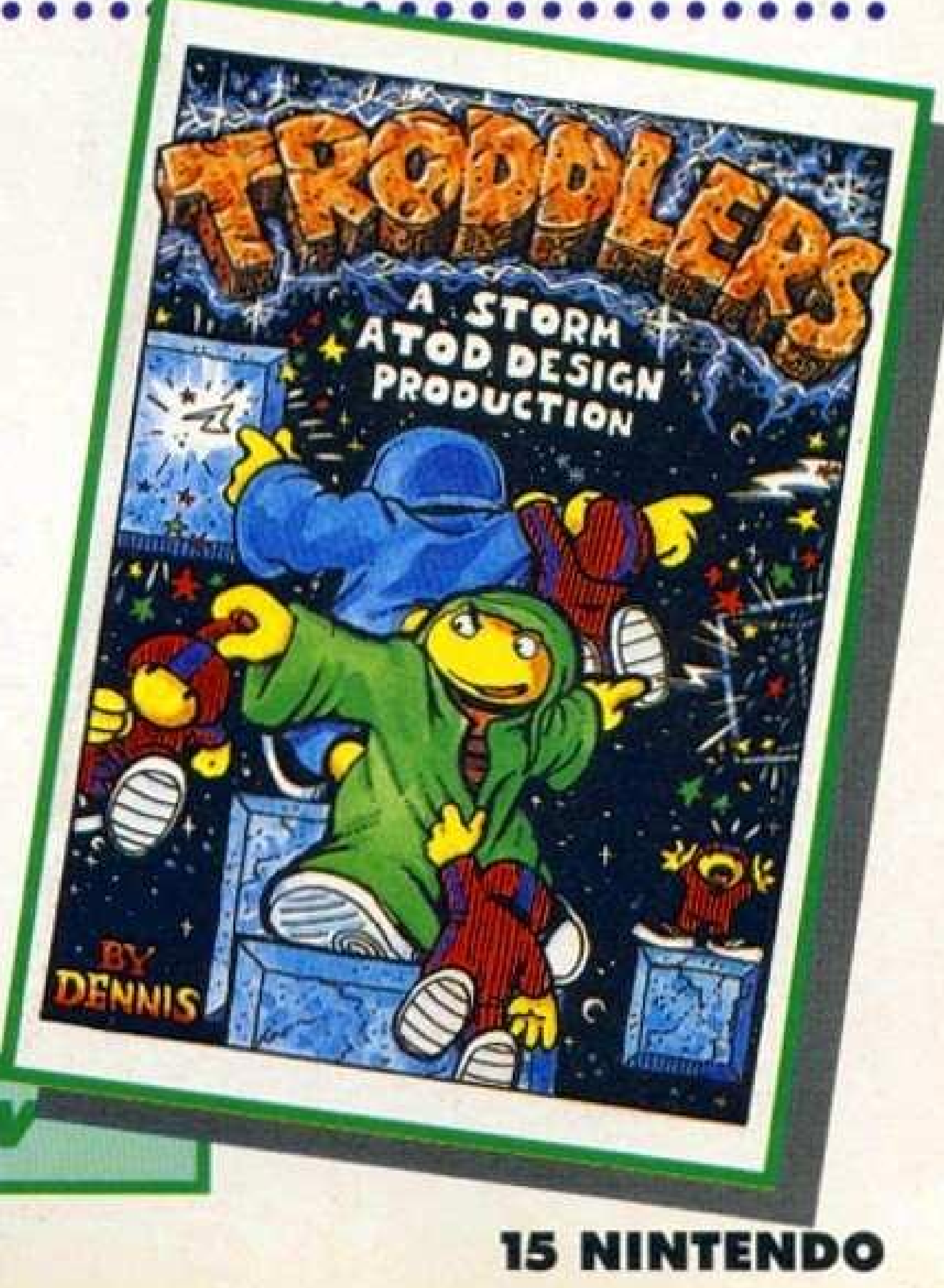
Knight Of Diamonds is here to rescue RPG-starved NES users.



HERE COME THE TRODDLERS

As Storm put the final touches to the NES and Gameboy versions of Rodland, they are also set to release Troddlers. These are small creatures who are prone to getting themselves in the most awkward and potentially deadly situations. Sounds familiar? Well, the scenario tells of a sorceror's apprentice who accidentally released the troublesome creatures and must now recapture them before his master gets back. Thus, much Lemmings-style hilarity follows as he uses a limited number of blocks to redirect the mindless creatures to safety. Playable as a one- or two-player game, there are over 120 stages in all, with more and more hazards added as the game progresses - including a rather impressive 'Troddler Mincer' which rips the little blighters to shreds. Work has only just begun on the conversion, but it is expected for an April release.





NEW GAME **BY STORM** **NES GAME BOY**

WIN A JACKET JUST LIKE MEL GIBSON'S*

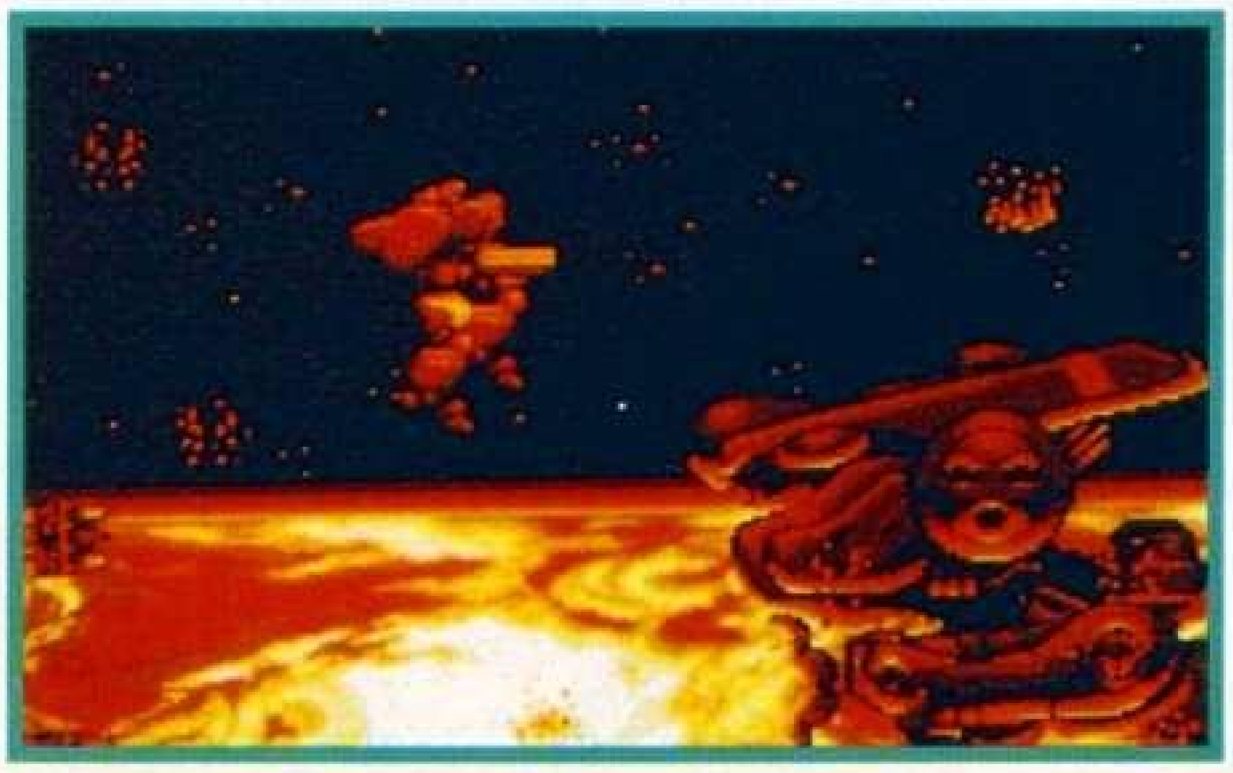
● COMP **WIN A JACKET**

With most of the NMS crew resembling Mel Gibson, it was only fair that we gave you the chance to look just as good. How do you attempt this seemingly impossible task? Easy. Just enter this competition and win the wonderful Lethal Weapon 3 jacket Ocean have put up for grabs. Made out of only the finest wool, cotton and mixed fibres, this vision in blue and grey is yours if you answer the following question correctly (oh, and you are pulled out of the hat before the other 200,000 entries). Still, even if you don't win the jacket, semi-coolness will be yours if you win one of the twenty-five runners-up baseball caps Ocean are also offering. And now, the all-important question: name the actor who plays Mel Gibson's partner in the Lethal Weapon films? Send your entries to: PILES OF BERRIES AND GRAPES AT CHALFONT ST GILES COMP, NMS, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1 3AU

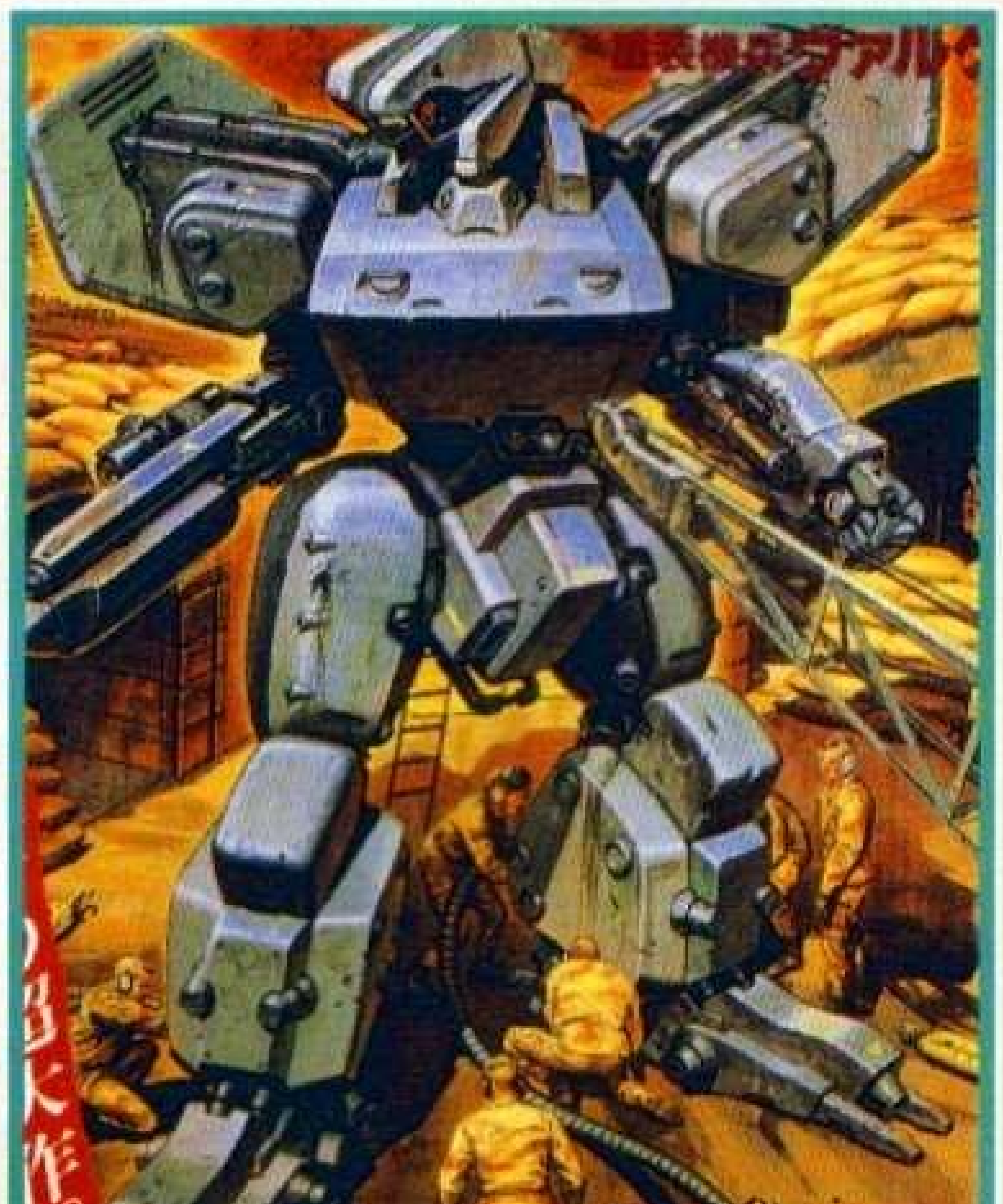
*** Well, it would be if Mel Gibson actually wore one...**

VALKEN THE WILD SIDE

Previously known as Cybernator, Konami are set to release this massive blaster sometime in December. Available for the Super NES, the game now goes under the name of Assault Suit Valken and features massive sprites and loads of loud explosions as the player guides a massive exo-skeleton clad hero through a series of scrolling levels, taking everything out with his formidable weaponry. If you like your blasters fast 'n' furious, this could be right up your street. Expect a review next issue.



▲ Get ready for the blast of a lifetime from Konami.

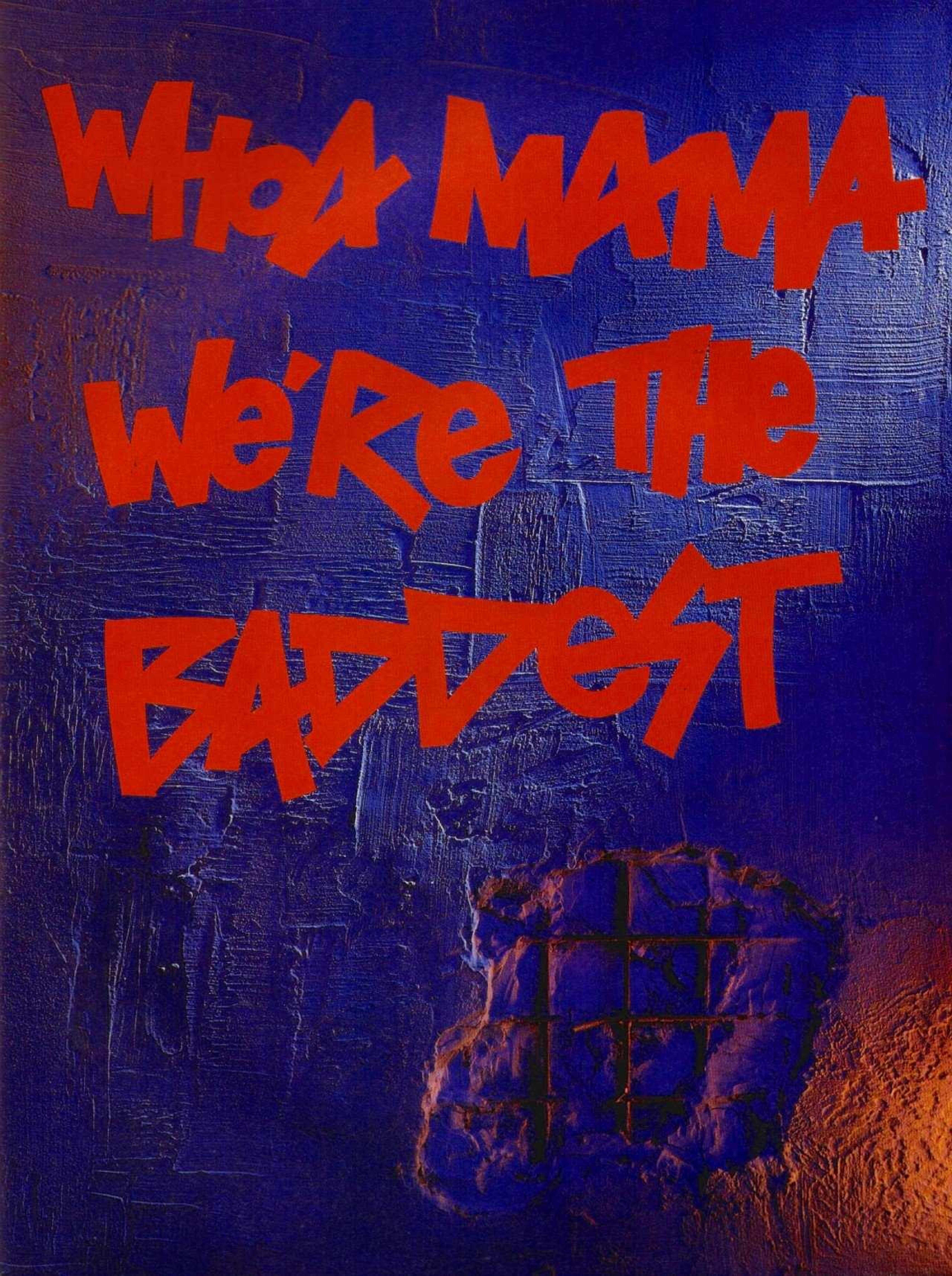


● NEW GAME **BY KONAMI** **SNES** **SHOOT 'EM UP**

WALK THE DINOSAUR

Although it has literally only just been announced, Ocean have signed the licence to produce a game based on Steven Spielberg's forthcoming monster movie, Jurassic Park. Starring Jeff Goldblum, the film follows the fortunes of a group of tourists who, on visiting an island filled with mechanical monsters, are trapped as the monsters start to go beserk. The book on which the film is based was written by Michael Crichton and is excellent, so there's very little doubt that Spielberg will come up with the goods. However, it isn't scheduled to come out until late 1993, so quite when Ocean's game will appear has yet to be decided. Still, NMS is sure to be the first to see it, so stay tuned...

● NEW GAME **BY OCEAN**


WHOA MAMA
WE'RE THE
BADDEST

Get The
Into Your
NINTENDO ENTERTAINMENT SYSTEM
THE SIMPSONS
BART VS. THE WORLD
GAME BOY
THE SIMPSONS
BART VS. THE JUGGERNAUTS
GAME BOY
KRUSTY'S FUN HOUSE
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KRUSTY'S FUN HOUSE
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GAME BOY
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THE SIMPSONS
COLLECTION
THE SIMPSONS CHRISTMAS SPECIAL
ALSO FEATURING BART GETS AN 'F'

THEY'RE BACK At only £8.99

The Simpsons on video, the hilarious "The Simpsons Christmas Special" and spine-chilling "Treehouse Of Horror," are now available to buy from all good video stockists. Awesome news dudes!

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THE WORD ON THE STREET

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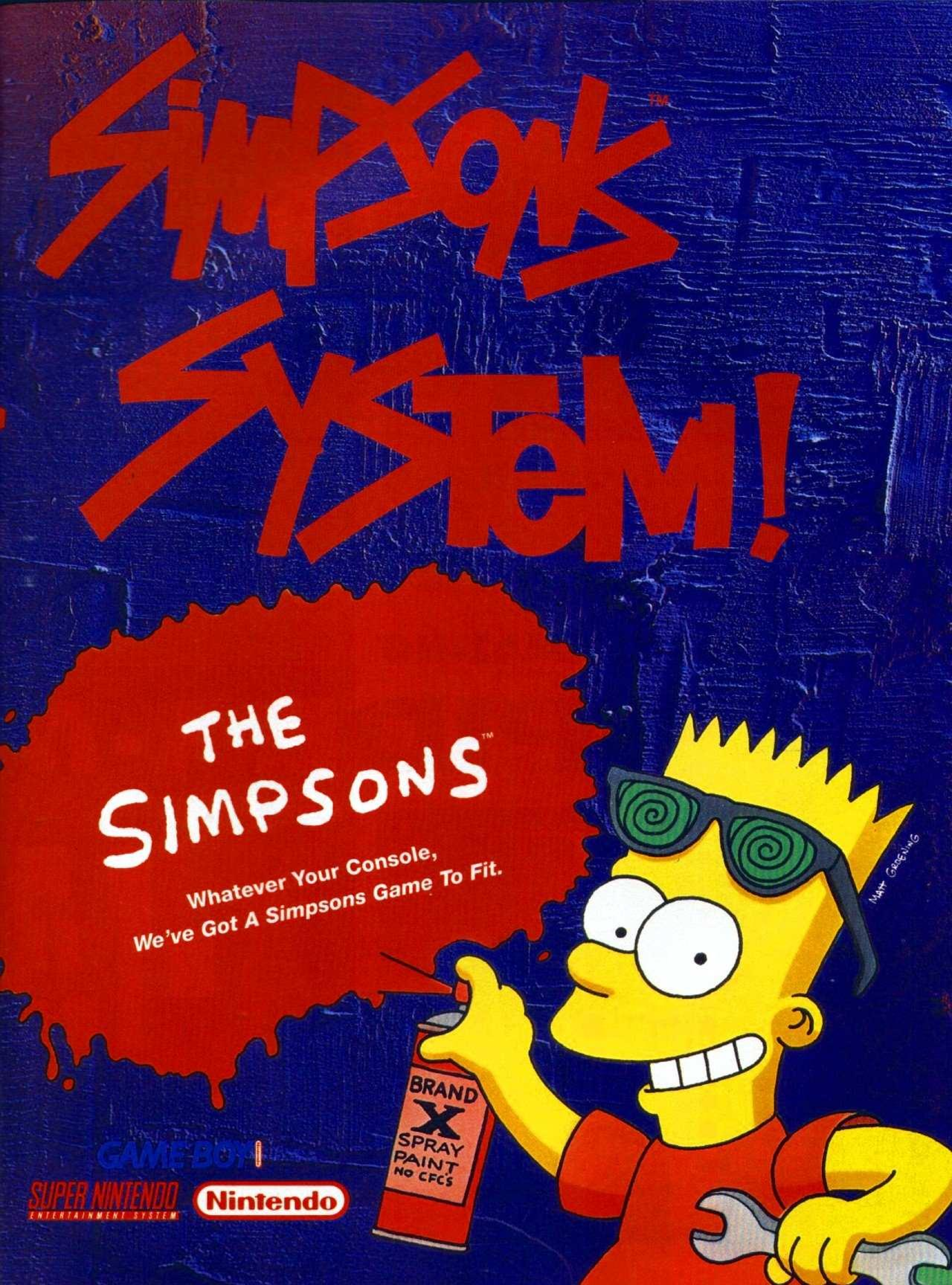
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Nintendo

SUPER NES

1 PLAYER

8 MEG

PLT GAME

PRICE:£49.99
BY: ACCLAIM

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NOVEMBER
CONTROL
JOYPAD
GAME DIFFICULTY
HARD
CONTINUES
NONE
SKILL LEVELS
1
RESPONSIVENESS
EXCELLENT
1ST DAY SCORE
50% COMPLETE
ORIGIN
The game is licensed from Marvel Comics' most popular characters - Spider-Man (30-years-old this year) and the X-Men (Marvel's most popular comics series). The actual gameplay itself is standard platform fare, descended from age-old games like Miner 2049'er and Donkey Kong, but with some all-new features.

Mutants: Humans born with a special X-Factor that makes them super-beings. Love 'em or loathe 'em, they're everywhere, at least in the Marvel Comics Universe. The Uncanny X-Men are a group of mutants who have banded together to protect a world that is, for the most part, prejudiced against them. They have many enemies - either humans worried that mutants will take over the world, or evil mutants, convinced that the only way to survive is to kill the prejudiced humans (got that?). One of the X-Men's deadliest foes is an individual known as Arcade, a man dedicated to the destruction of mutant-kind. He knows that only the X-Men stand in his way, so he has decided to kidnap some of the super-group's key members, knowing that the group will be easier to defeat without them.

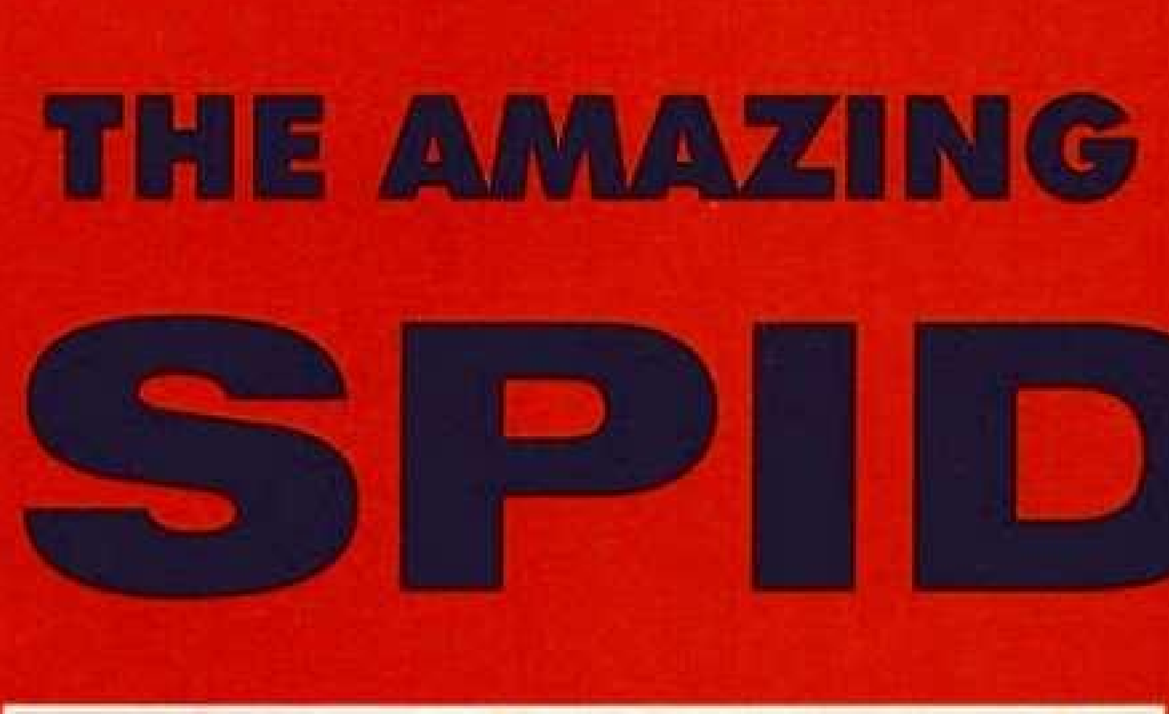
Spider-Man is not a mutant (his super-powers are far in excess of most mutants and he was not born with them). However, he is concerned about the reports of the disappearance of the X-Men, and decides to investigate as only he can. Witnessing the abduction of the X-Man, Gambit, he enters Arcade's fortress in search of answers. Arcade does not welcome the intrusion and banishes all of his captive X-Men, along with Spider-Man to different parts of his sprawling fortress. Their aim: just to survive!

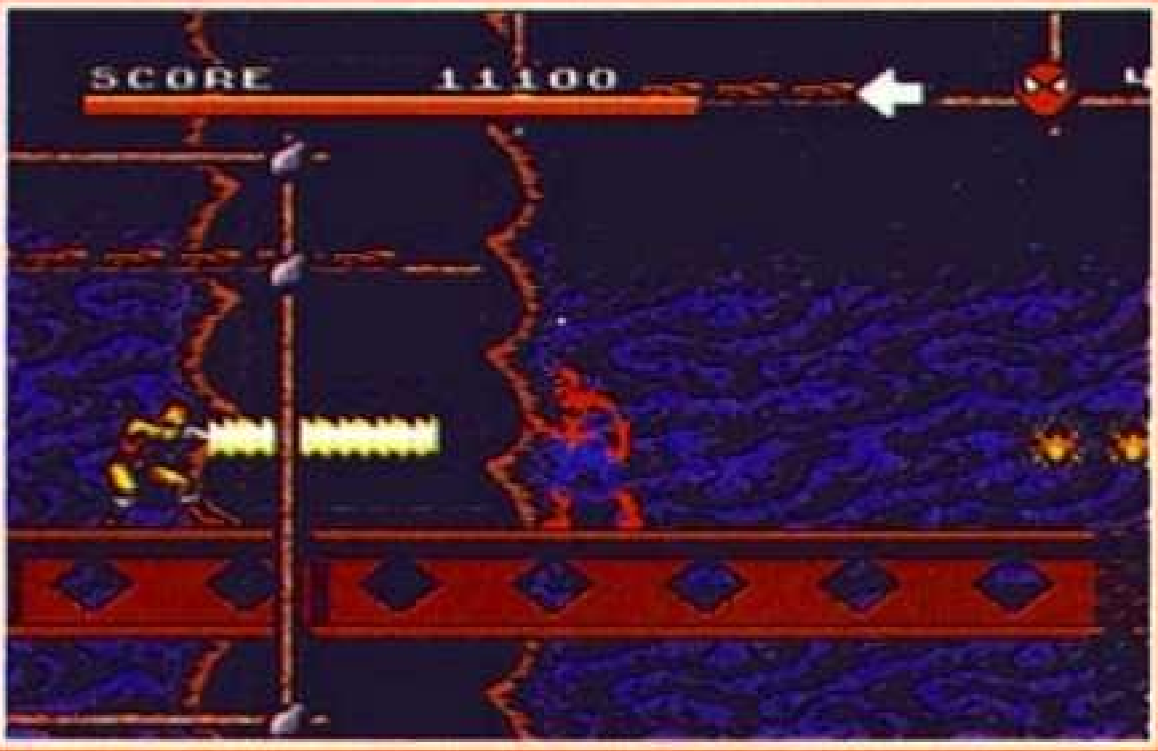
It's down to you, the player, to take control of Spidey and the X-Men, and guide each of them through the many hazards that Arcade has prepared for them. Only by working their way through the complex will the group of super-beings have the opportunity to face up to Arcade in the final confrontation!

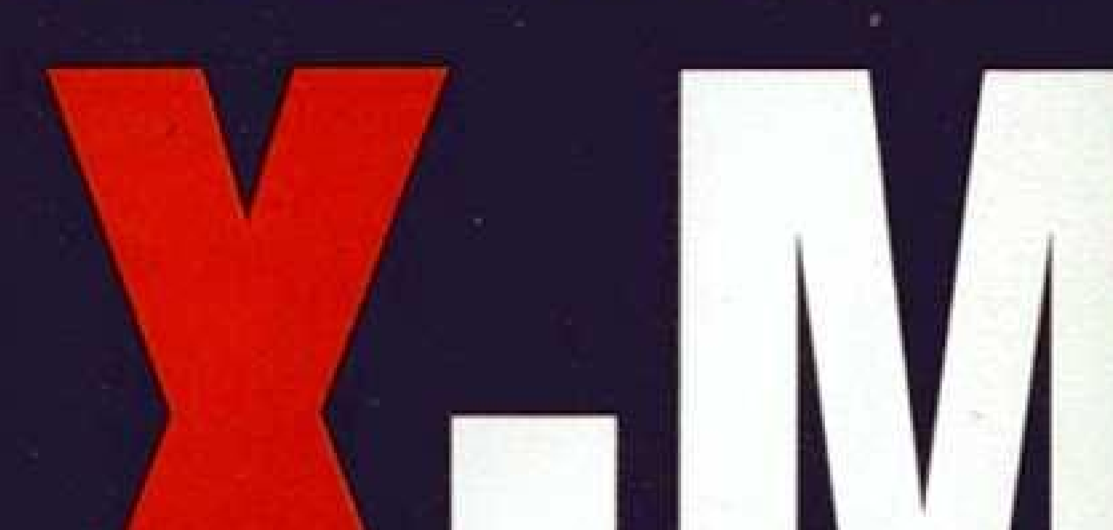
THE AMAZING SPIDER-M

AND THE UNCANNY

X-M





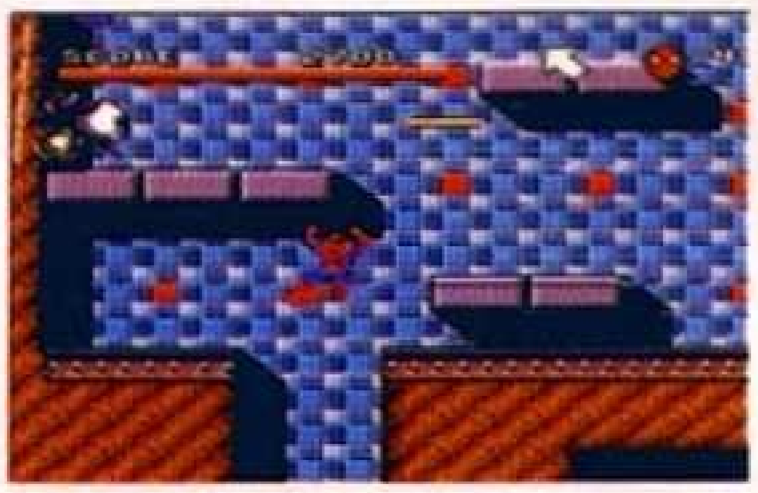


AN

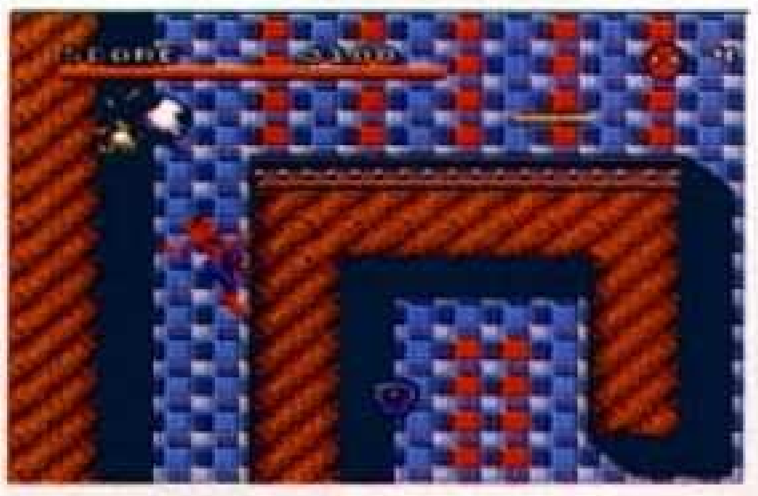
EN

THE BEGINNING

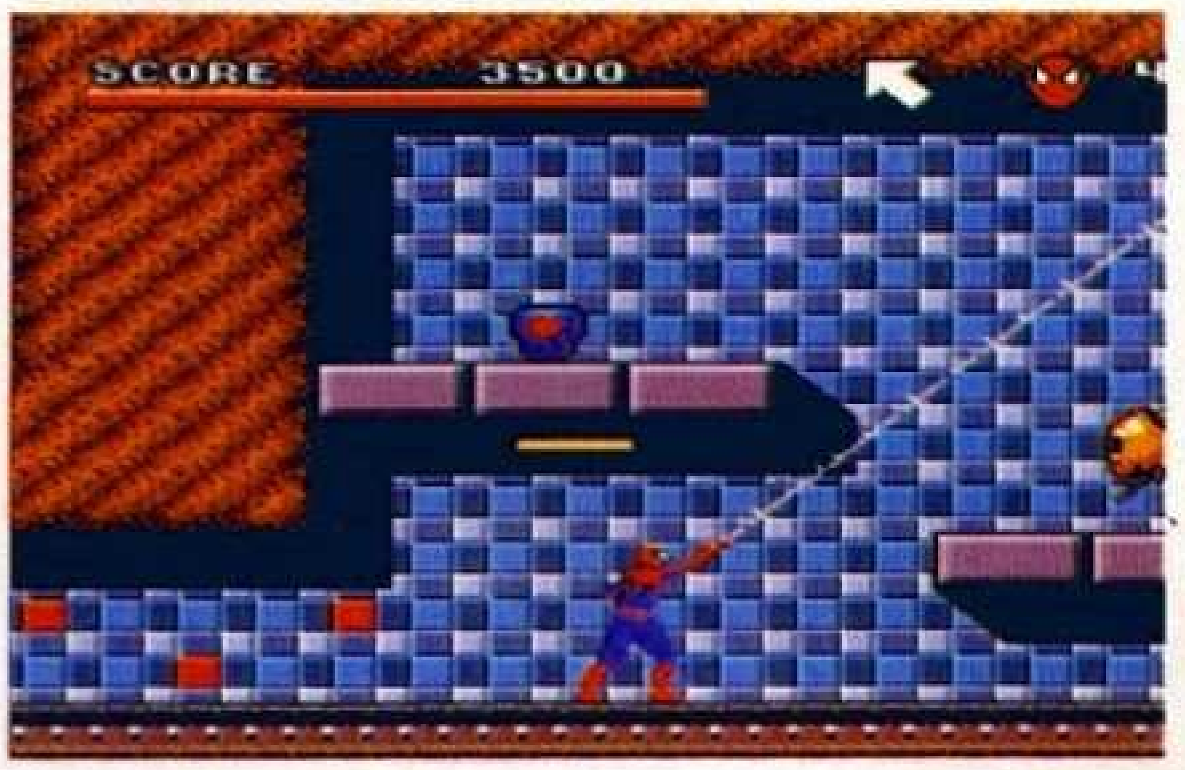
The game begins with you in control of ol' web-spinner himself, following up leads on the disappearance of key members of the X-Men. Spidey's spider-senses lead him to a warehouse. Entering this and unlocking the main door takes Spidey to the heart of Arcade's domain where the abducted X-Men are held captive.



▼ Spidey tackles the very first level of the game. His task is to follow his uncanny spider instincts and pick up the parts of the key to the main door. Making things a bit more difficult are the many wall-hugging robots out to destroy the amazing Spider-Man!

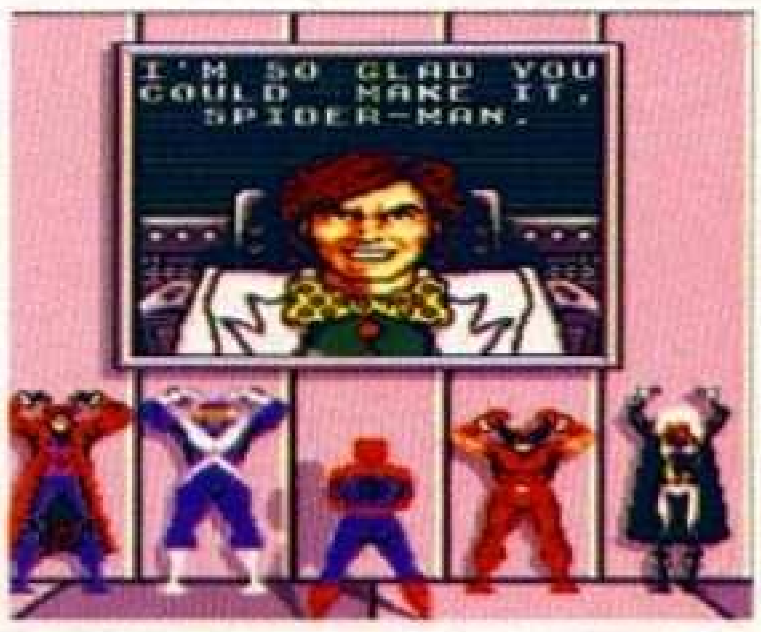


▲ The wall crawler demonstrates what he's best at: wall crawling! Very useful at times...



ARCADE'S DIABOLICAL SCHEME

Arriving at the heart of Arcade's lair, Spidey discovers the imprisoned forms of Cyclops, Storm, Gambit and Wolverine. A monitor switches itself on, allowing Arcade to boast of his wretched plan to get rid of the X-Men. Each character is flung into a different part of Arcade's domain and all of them must fight their way through to the evil genius's control room!

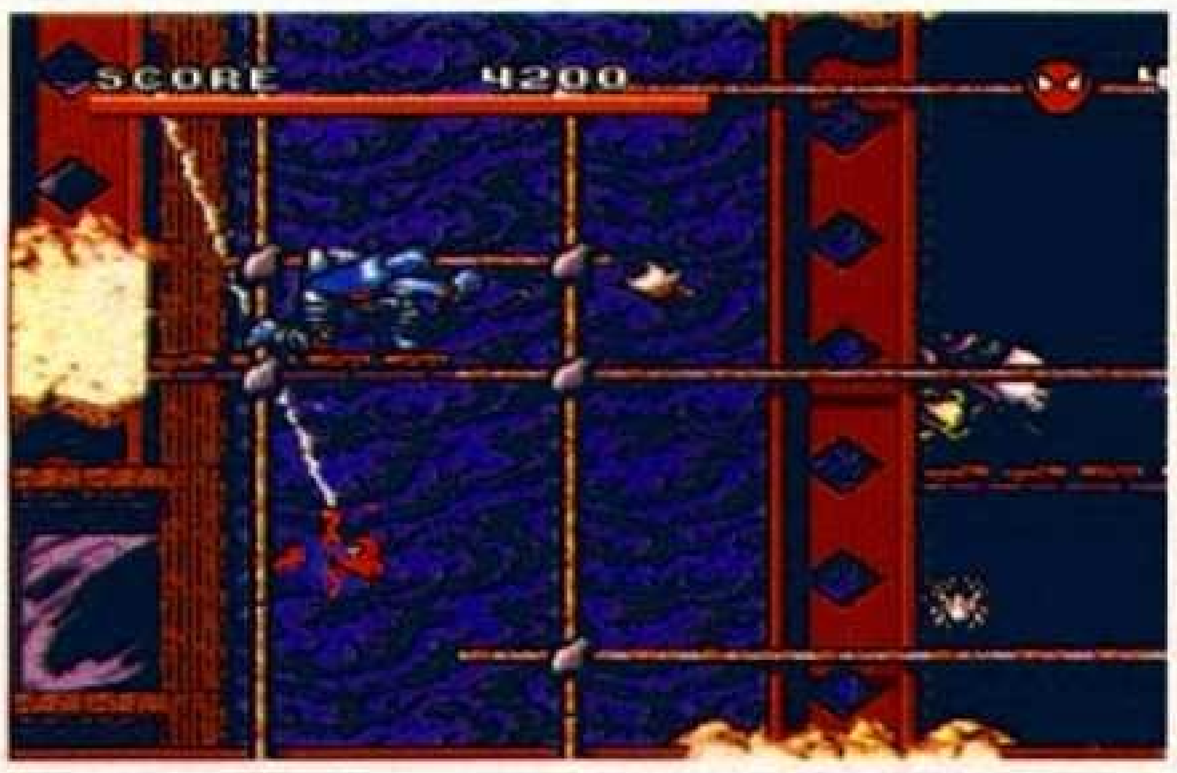


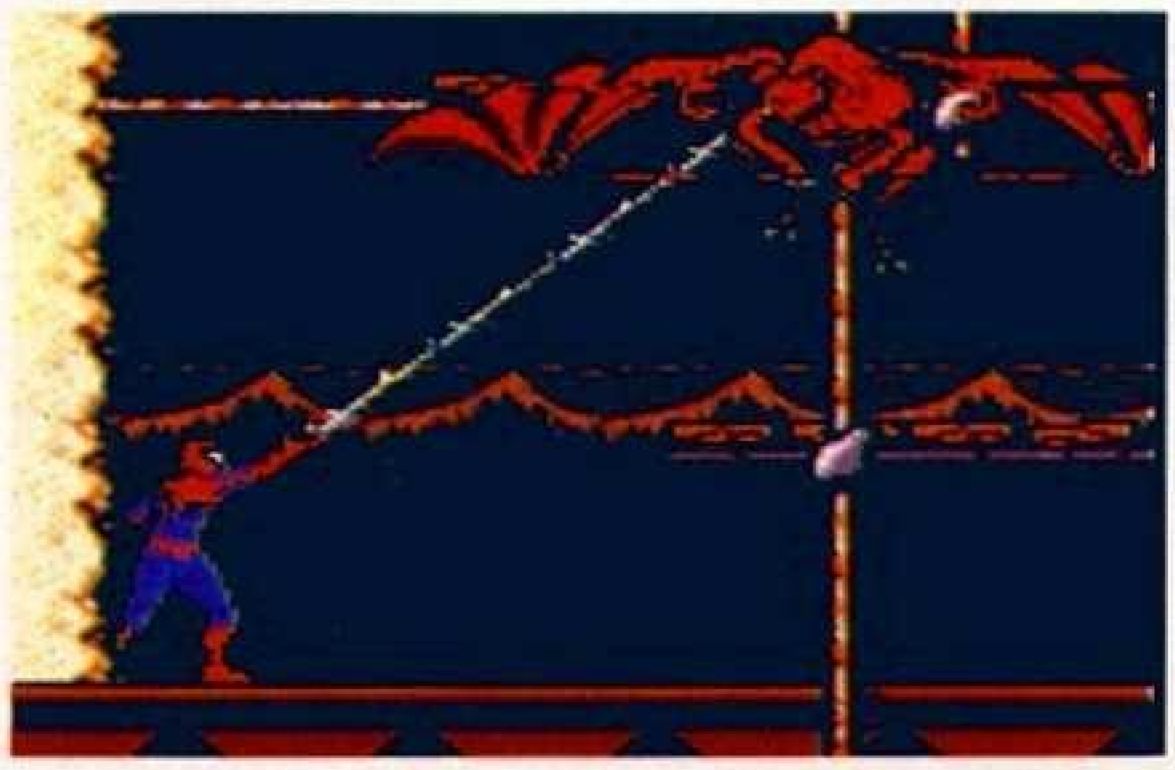
I'M SO GLAD YOU COULD MAKE IT, SPIDER-MAN.

▲ The X-Men are all tied up at the moment. It's down to Spidey to release them so they can do battle with the evil Arcade and his minions!

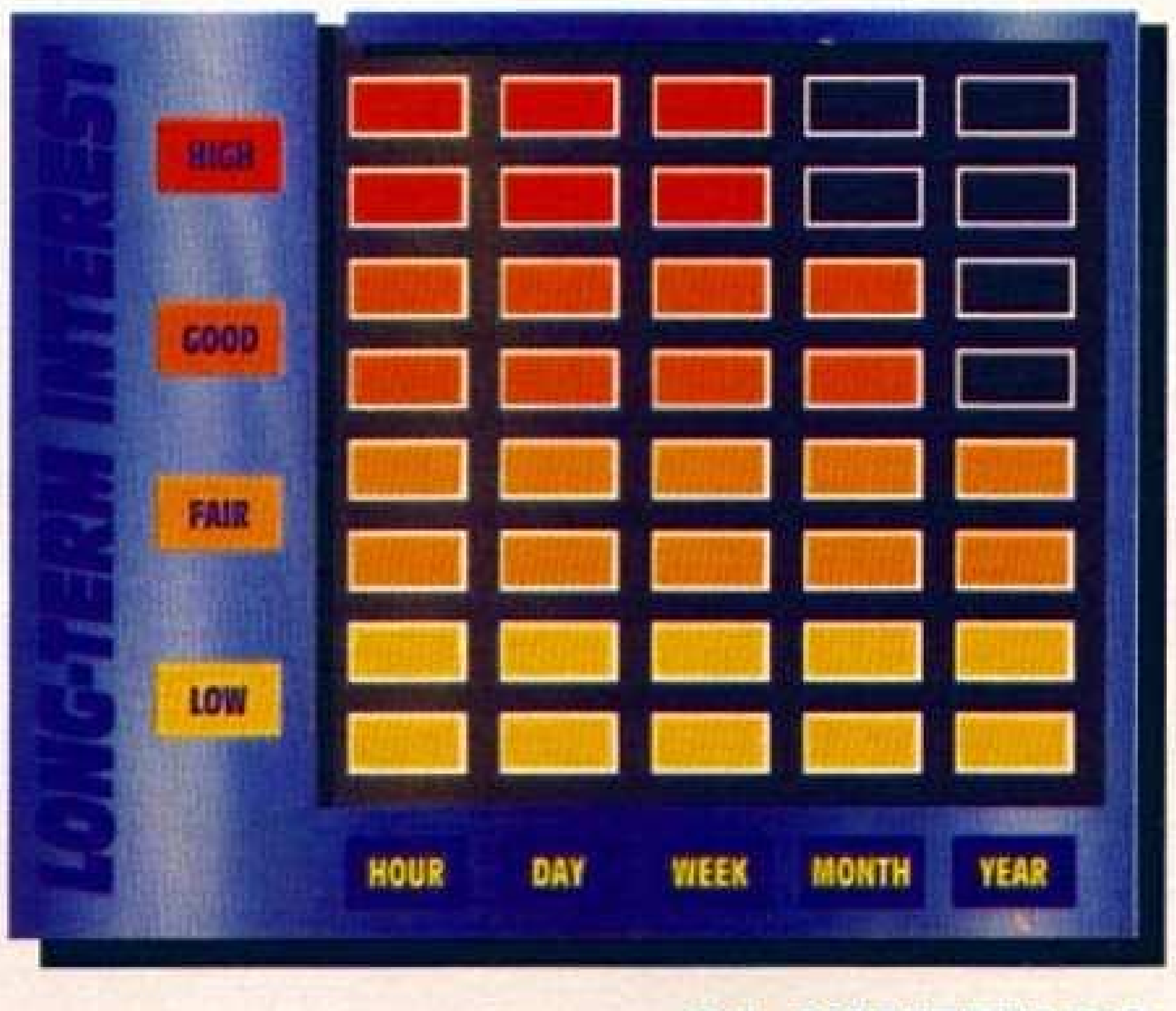
OUTSIDE THE FORTRESS

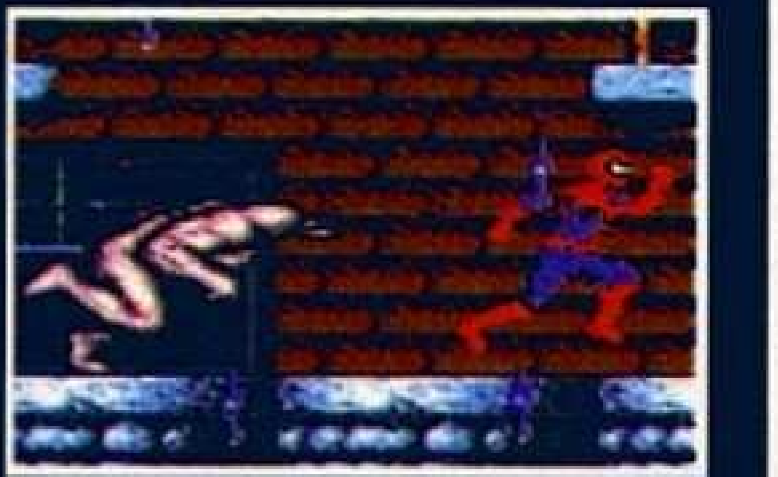
Arcade obviously thinks that the web-slinger is going to cause him the most problems. Spidey's two levels are exceptionally difficult, calling on all of his web-swinging skills along with his super strength and astounding agility. These levels are packed with wall-hugging lasers and Spider Slayer robots especially designed to take on the immortal web swinger! We cannot stress how massive these levels are. What's more, actually getting around the landscape is extremely difficult. Sometimes, only the niftiest display of web swinging is enough to take you onto the next part of the stage! The second stage introduces even more deadly threats! A storm beats down and the winds cause the web slinger to shoot off in exactly the wrong direction!





▲ Spider-Man webs up the first end-of-level boss. Plenty of web-related hits are required to rid the world of this diabolical flying creature.

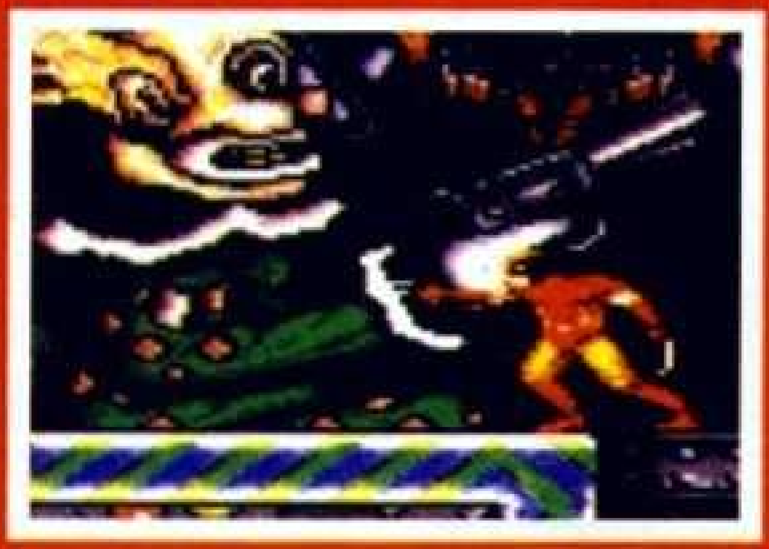


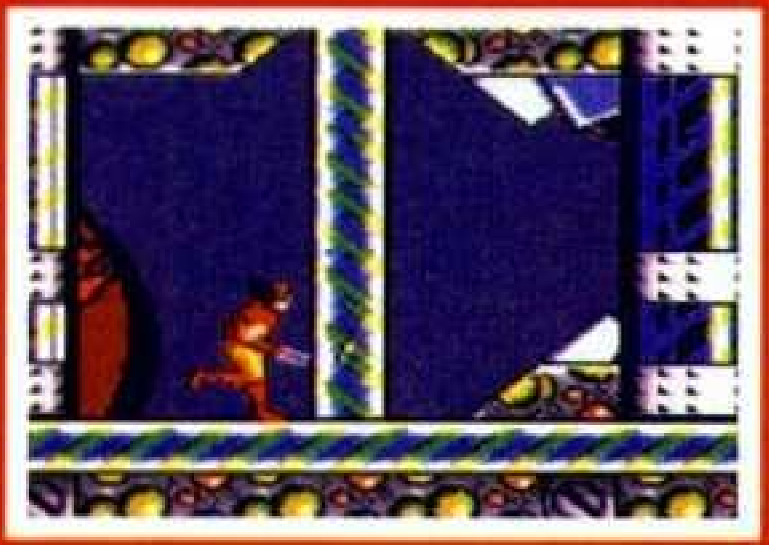


▲ Spidey runs away from the rampaging might of the Rhino! Stand up and fight!

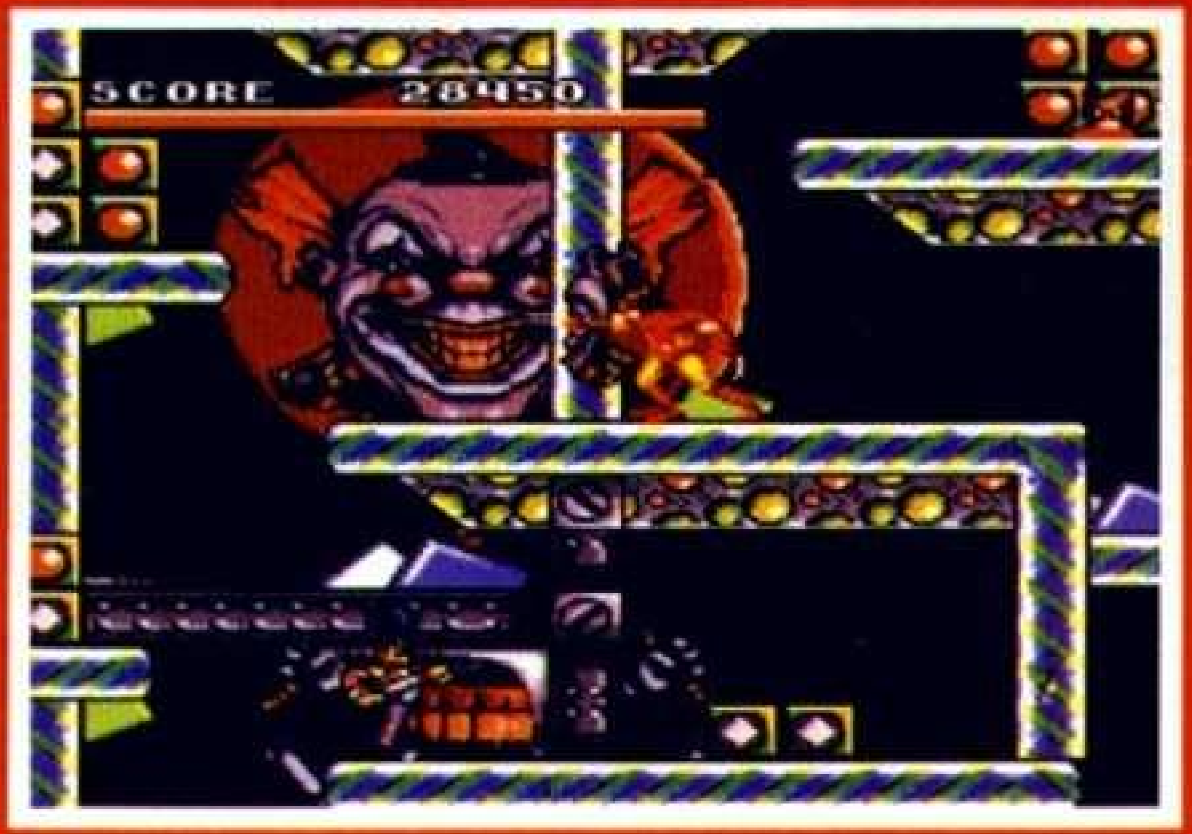
THE CIRCUS

Wolverine is not noted for his sense of humour. Obviously he isn't going to find this veritable funland very amusing at all. This isn't surprising since the clowns pack high-calibre pistols and the jack-in-the-boxes are armed with massive rifles and rocket launchers! It's down to Logan to slash through the circus with the aid of his adamantium claws. The second part of the level sees Wolvie embark on a quest of survival, up against the unstoppable Juggernaut! By definition, this creature is unstoppable. Wolverine's job is to slow him down long enough so he can reach the exit in one piece!



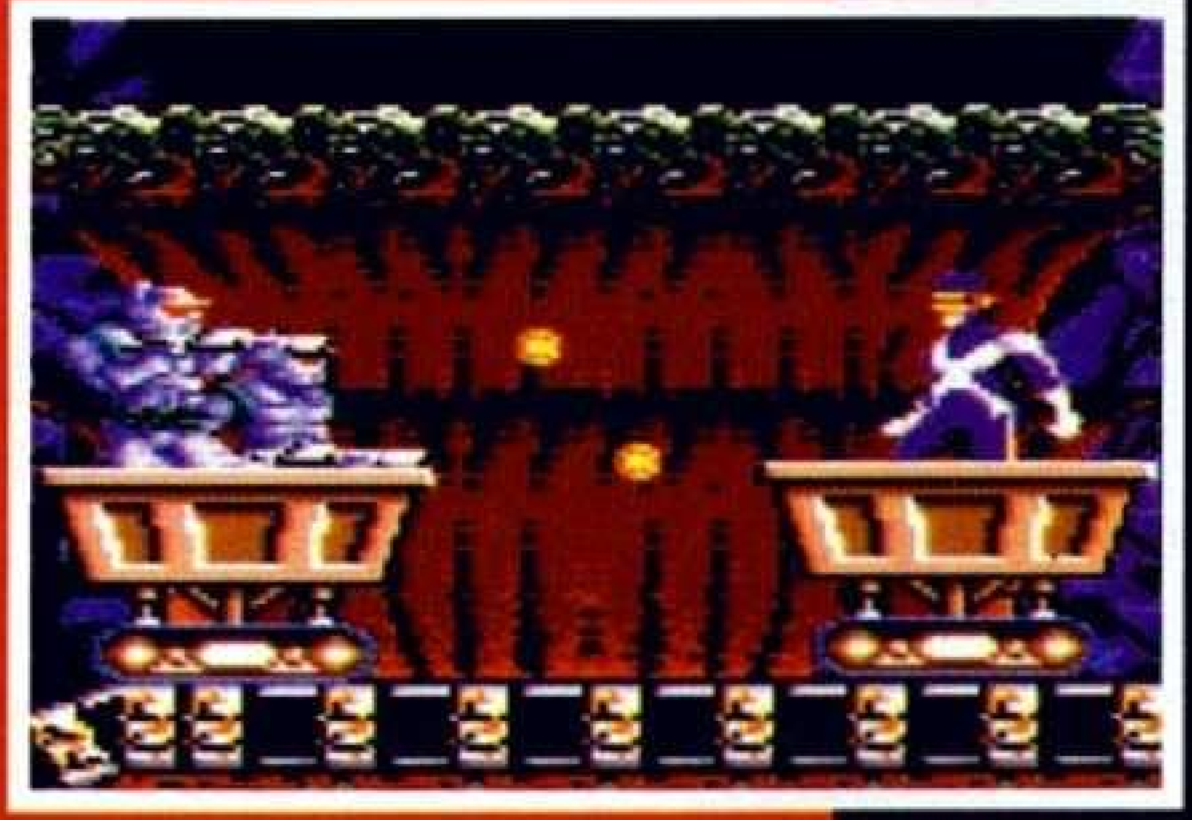


▲ Wolverine runs away from the unstoppable might of the Juggernaut! It's down to the savage mutant to slow up the Juggernaut until he can safely reach the exit at the far right!

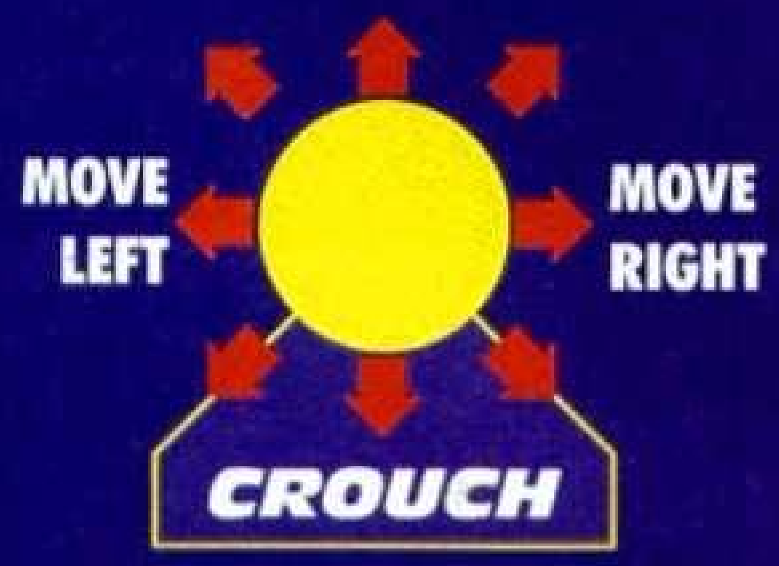


THE MINES

Scott Summers is trapped in the subterranean mines underneath Arcade's fortress. Arcade has enlisted hundreds of henchmen to oversee the ruby quartz mining operation, and these guys (each armed with laser rifles or mortars) cause Cyclops the most problems. Travelling around the levels is quite simple, owing to the mini-railway system used to carry the crystals around. However, should Cyclops touch the electrified rails, it's curtains! Adding to the misery is the appearance of the dreaded Sentinel machines! The only aim these massive robots have is to eliminate mutants and they are most anxious to destroy one of the founding members of the X-Men!



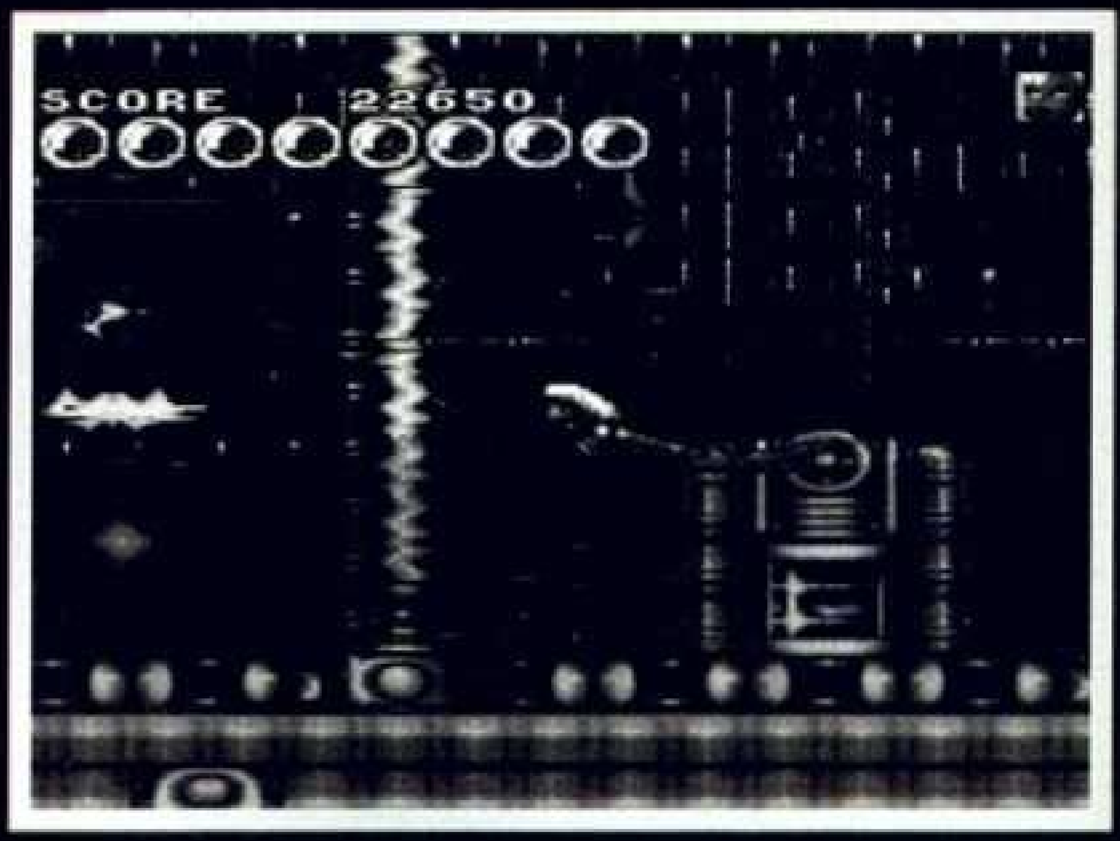
How To Control



Y	JUMP
B	CHARACTER'S SPECIAL WEAPON/ABILITY
X	CHARACTER'S SPECIAL WEAPON/ABILITY
A	CHARACTER'S SPECIAL WEAPON/ABILITY
L	NOT USED
R	NOT USED
S	**SELECT BUTTON:** NOT USED
S	**START BUTTON:** PAUSE

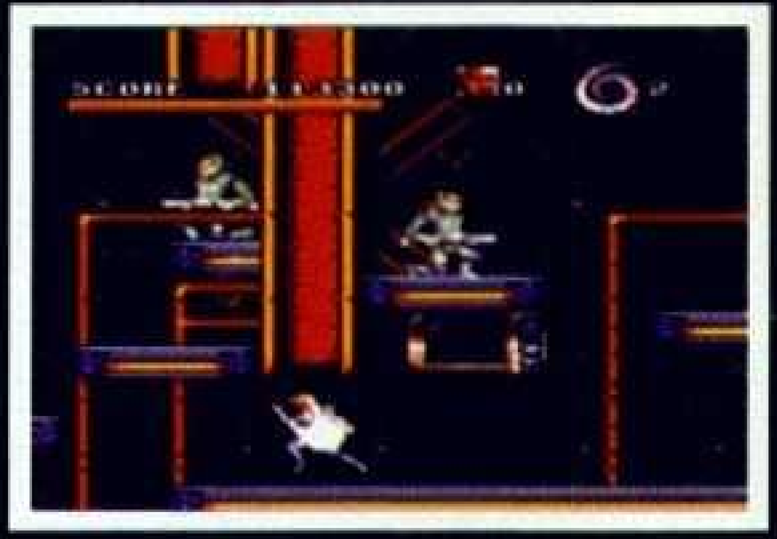
How To Play

Run/swing/jump around the scrolling platform areas, solving puzzles and defeating enemies in search of the elusive X-enemy, Arcade.



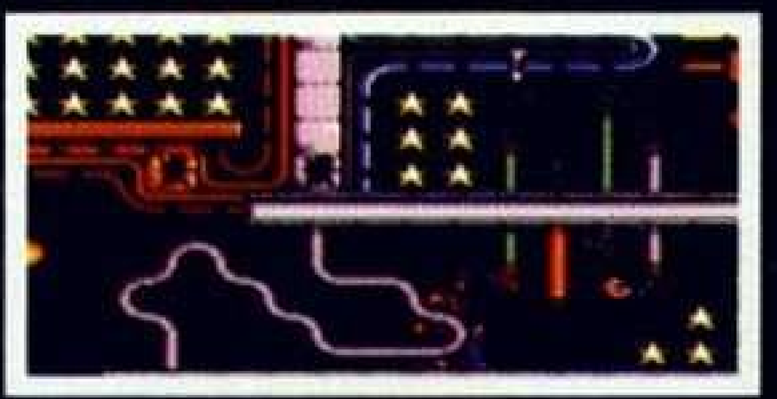
UNDERWATER ACTION

Storm - the Wind Rider is trapped in a complex that's in danger of being completely inundated by a torrent of water. The problem is, rather mysteriously, Storm has lost the ability to fly, and must actually blow up pressure points to allow more water in! The rising water allows her to swim higher up in the complex, hopefully to freedom. The problem is, she must regularly have a chance to catch her breath or else she'll drown!



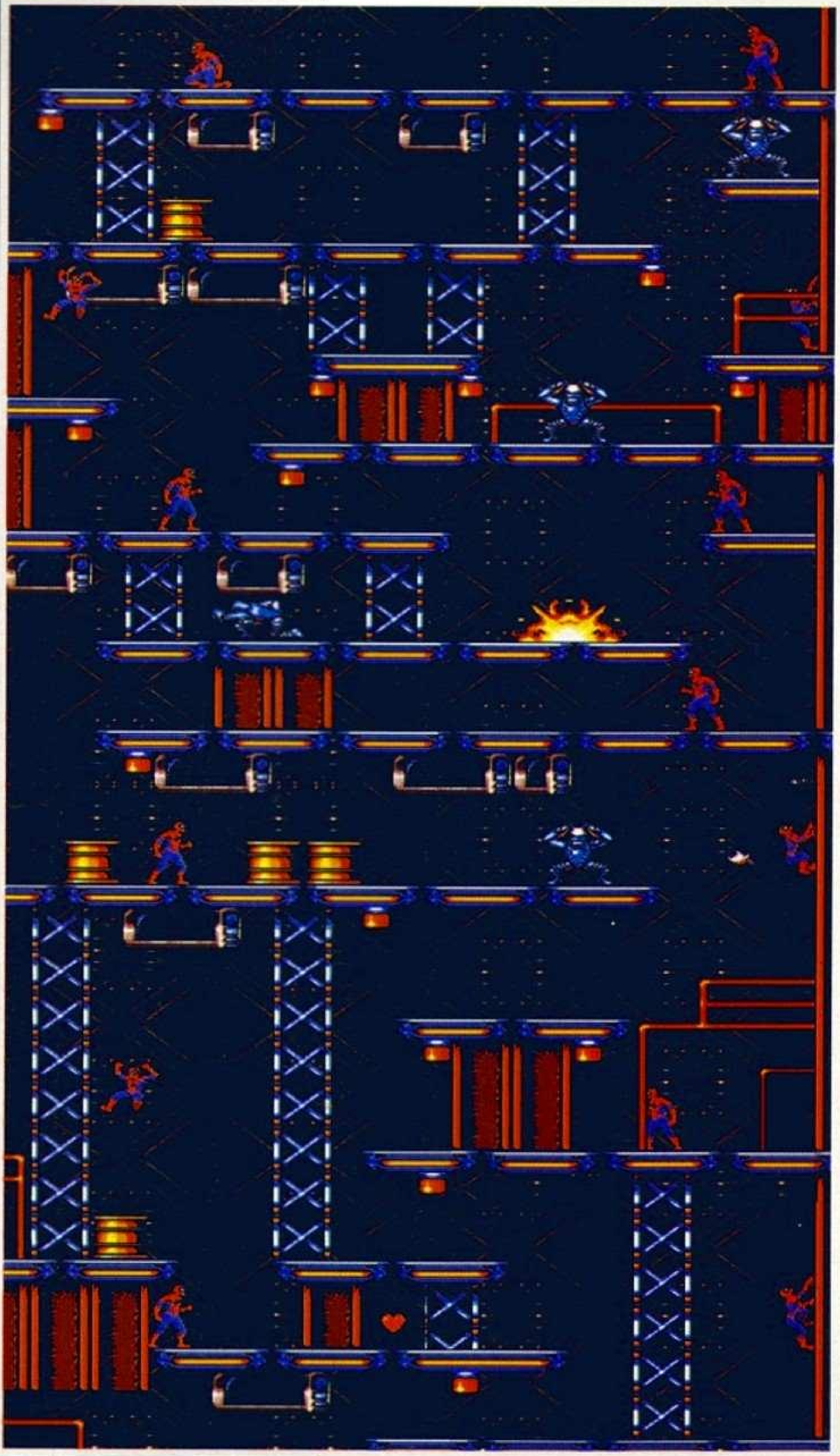
TIME TRIAL

Arcade has cooked up a particularly fiendish trap for the mysterious individual known as Gambit. He has to fight his way through platform levels packed with psychotic chess pieces (!), portable laser cannons and enemy gunmen. Making matters worse is the fact that each level is a race against time! In the first stage, Gambit must run away from a massive cog wheel that threatens to crush him. In the second stage, the screen itself scrolls vertically, and if Gambit is trapped underneath any ledges, he's instantly crushed to death! Gambit's mettle is tested to the max against the two guardians - a laser-spitting mutant playing card and an enthroned queen of destruction!

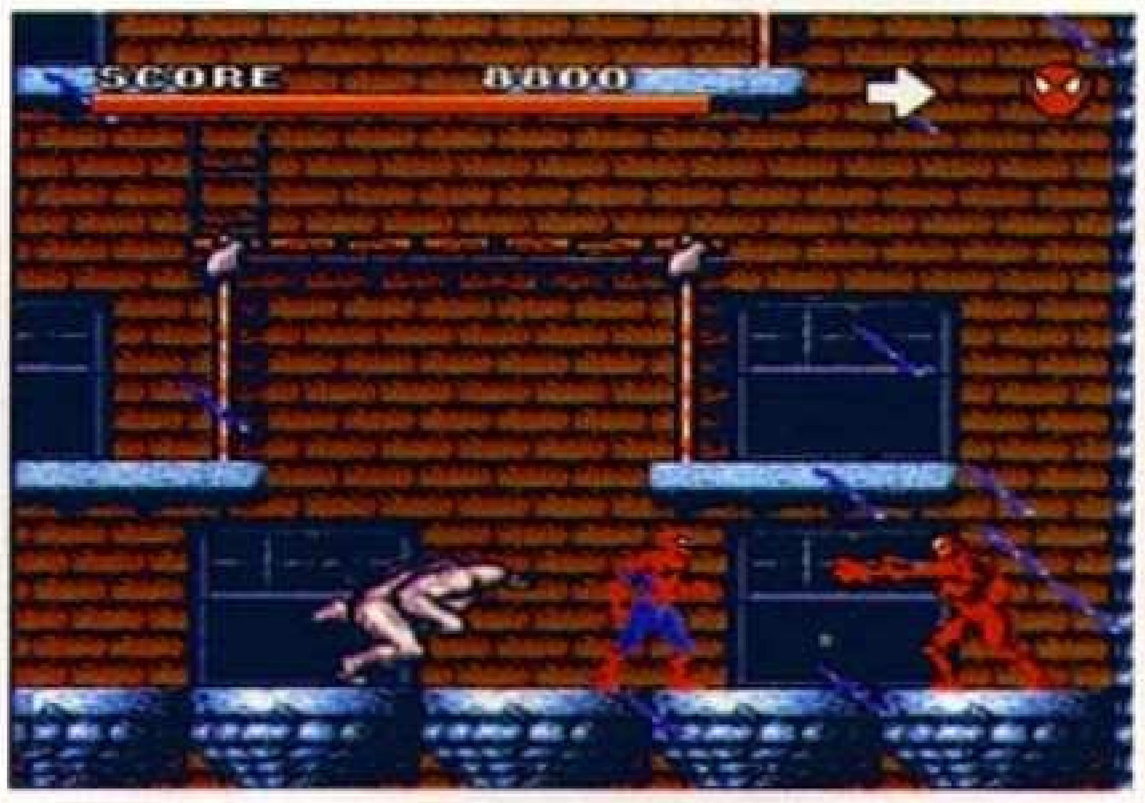


THE MAP

▼ This is the map for the penultimate level of Spider-Man and the X-Men! This is a pretty simple level, with only the combined might of several Spider Slayer robots causing problems for the web-spinner. Since the punching power of Spider-Man has been mysteriously omitted from the game, it's down to the webhead to dispose of these metallic horrors with the use of his webbing (odd, really, since the Spider Slayers in the comics are impervious to his web formula!). The idea of this level is to work your way down to the bottom, where a large pit awaits. Jump down into this and you face up to Arcade himself (or is it?) in a massive machine of doom!



▼ Spider-Man faces up to the dual terrors that are Rhino and Carnage! Carnage is one of Spidey's latest foes, boasting raw power that outclasses Spidey and Venom combined!



COMMENT

RICH

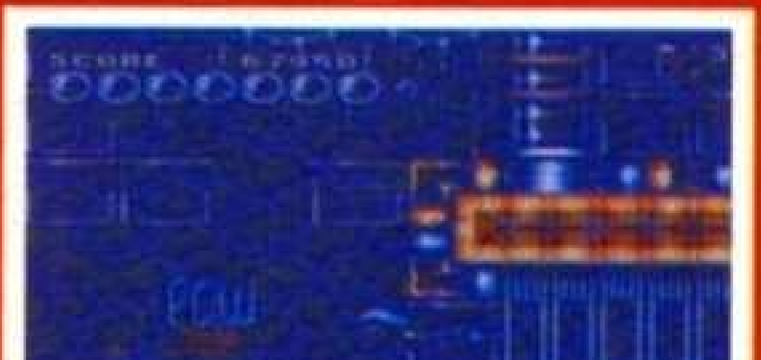
Being a Marvel Comics fan, I must admit to being initially disappointed with this massive team-up game. The graphics on the first couple of stages are almost Master System-like in their definition, and the initial gameplay rudimentary and tedious. However, once you get past the first level, there's plenty to keep you amused. Each character has a different set of levels to conquer, some of which are incredibly taxing - all of them testing different arcade skills. I do think that the programmers have done some of the characters a disservice in the game. Spider-Man can't wall-crawl in some places where he should and he can't fire off a web in mid-air. Wolverine's healing factor (his main mutant power) is completely missing, and Storm's elemental powers are severely restricted. What's more, Cyclops is not even wearing his latest costume! However, the gameplay does make up for it. Each level is incredibly hard; not frustrating but just a real challenge to get through. The old brain power is also called upon in some levels, whereas all-out blasting is the order of the day in others (most notably Cyclops' stages). The music is by a guy called Tim Follin - responsible for some of the greatest music ever to grace the C64, Amiga and NES. The tunes here are without exception amazing. Spidey's tune is a brilliant '70s piece, with stunning wah-wah guitars and catchy riffs (it's the same style of music as the Spider-Man and his Amazing Friends cartoons). My other favourite is Gambit's music - a high tempo 808 State-style techno piece (that manages to get in more of those brilliant guitars). I can't help but think that a little more play-testing and a password system would make this game a classic. As it is, it's a very challenging, very addictive platformer, that should wow Spidey and/or X-Men fans.

SPIDER-MAN - THE COMICS

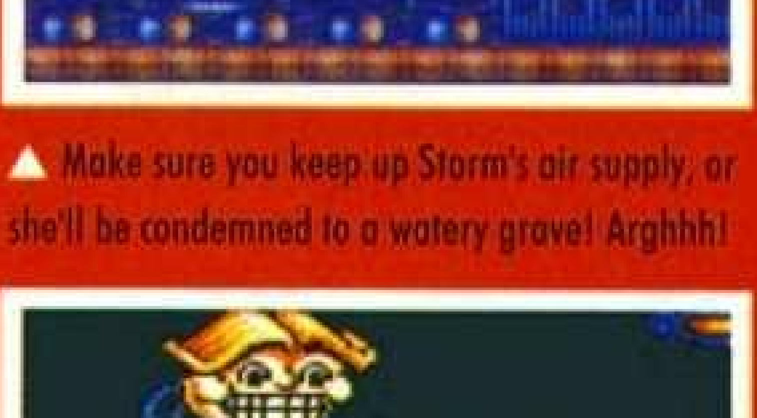
This year is the 30th anniversary of the Amazing Spider-Man, who made his debut appearance in the August 1962 edition of Amazing Fantasy courtesy of Stan Lee and Steve Ditko. This issue of Marvel's doomed title proved to be the most popular comic of the year, ensuring that the web slinger got his own series of comics. At present there are four Marvel Spider-titles, namely The Amazing Spider-Man, The Spectacular Spider-Man, Web of Spider-Man, and the latest, simply called Spider-Man. Old Spidey stories are regularly reprinted in Marvel Tales: Featuring Spider-Man. All-new 21st Century Spider-Man stories have just commenced in a new Marvel title, Spider-Man 2099 - however, Peter Parker has long since died and a new guy is behind the futuristic Spidey mask!

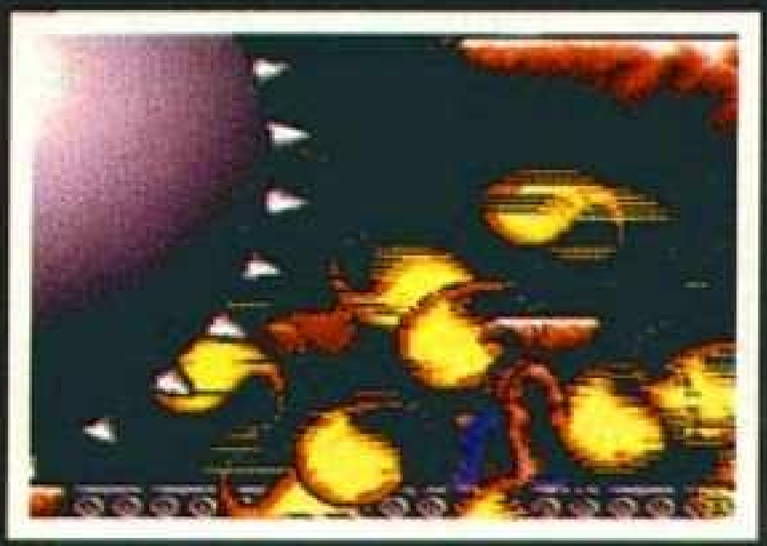
X-MEN: THE COMICS

The Uncanny X-Men are another '60s Marvel creation, devised by the Stan Lee (again) and comics legend, Jack Kirby. Like Spider-Man, the X-Men were an instant success, and after the appearance of the new Spider-titles, they became the single best-selling comic. Now, like Spider-Man, there are a whole host of X-comics. The Uncanny X-Men remains, but has been joined by the likes of X-Factor, The New X-Men, X-Terminator, and X-Force. The New Mutants is also popular (these guys used to be "junior" X-Men until they went their own way), as is Alpha Flight (fronted at one time by X-Man Wolverine, who now has his own comic as well!). Highlights from the old X-Men comics are regularly reprinted in Classic X-Men as well. Good eh?

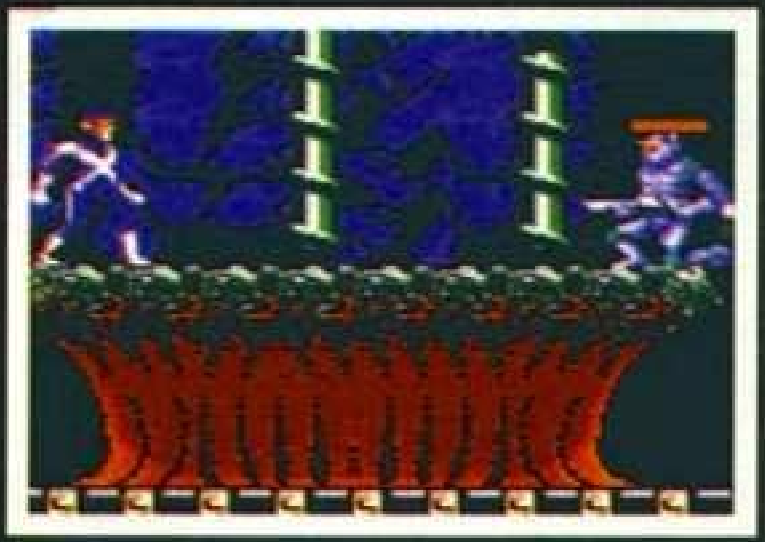


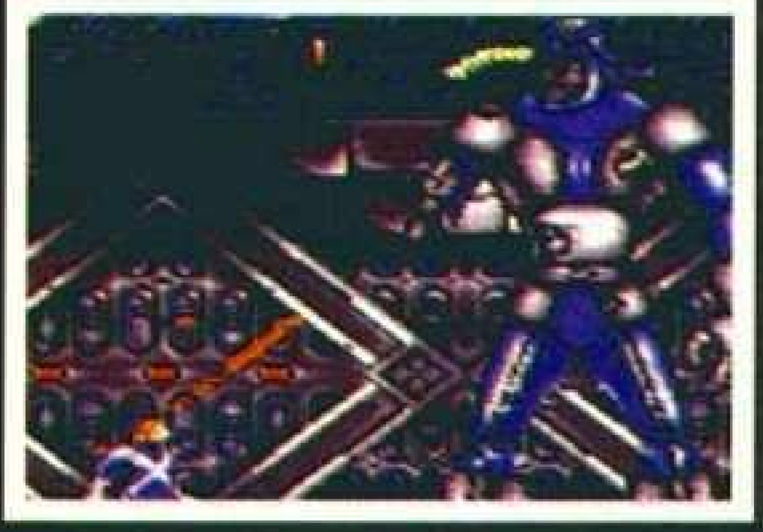
▲ Make sure you keep up Storm's air supply, or she'll be condemned to a watery grave! Arghhh!





▲ Gambit lets rip with the full potential of his kinetic energy powers. This acts as a localised smart bomb, destroying any of Arcade's robots in the promixity. Against the massive cog wheel, it's effects are limited to stopping it for around 30 seconds. Sending barrages of playing cards into it achieve the same effect.



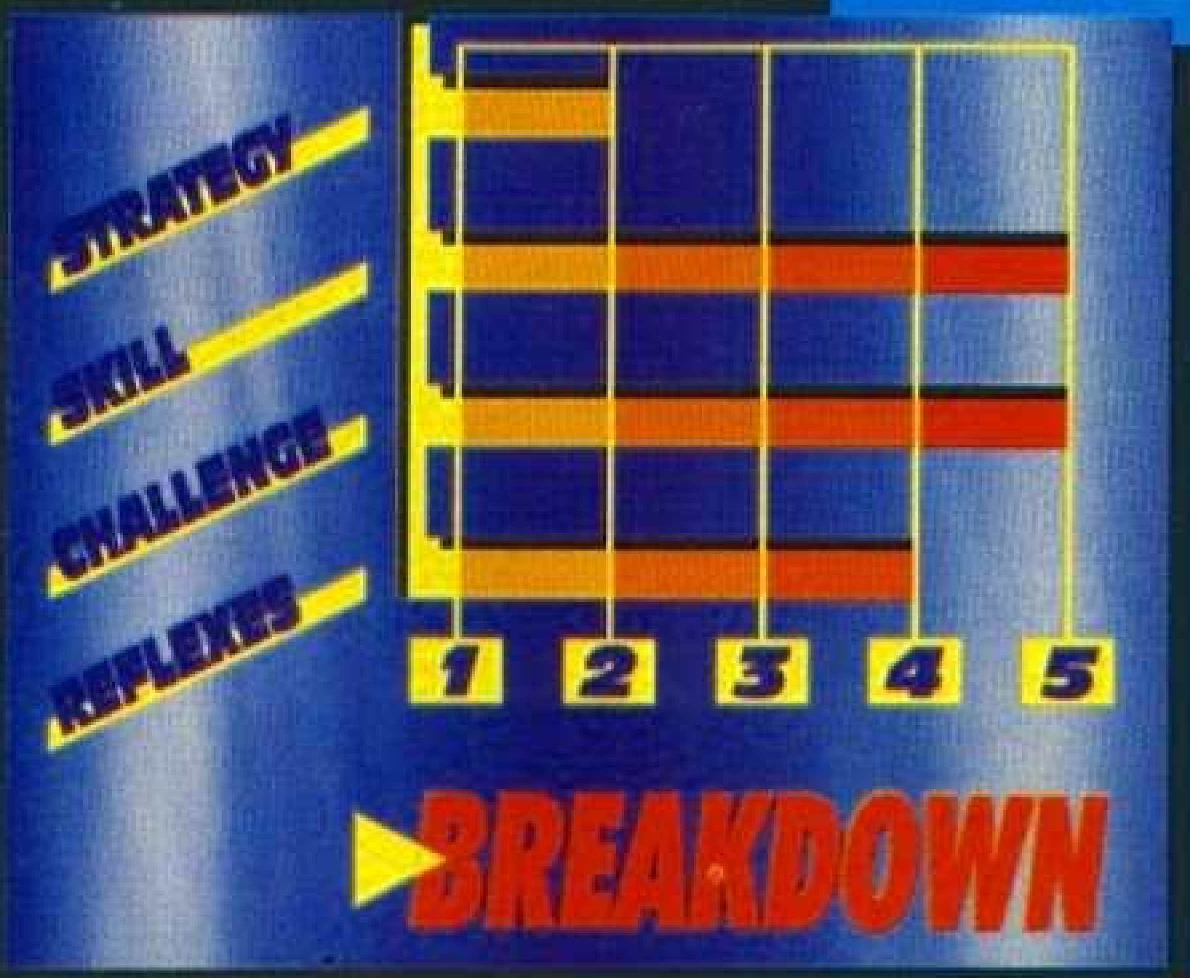


COMMENT

JAZZ

Although it looks a bit rough around the edges, Spider-Man and the X-Men is great. Like most licensed games these days, the action is platform based, but the programmers have at least injected new life into the well-worn formula with forced scrolling sections, novel features and some interesting areas where you need to use your brain as well as your arcade skills. It's tough too, and it takes plenty of practice to get through just the early levels! Fortunately, the gameplay is addictive enough to keep you coming back, rather than turning you off with frustration. As I've said, the game looks a bit rough, especially early on where some of the backgrounds and sprites do the superheroes no justice whatsoever. However, the further you get into the game, the better things get, with some very smart scenes late in the game. The game's real asset, though, is its music. There's a whole variety of absolutely incredible soundtracks - the Spider-Man theme is outstanding - and both the music and effects set new standards by which other Super NES music will be judged. With a bit of visual polish, Spider-Man and the X-Men could have been a real classic, but even as it is it's a thoroughly enjoyable, addictive and challenging platform game that should definitely be checked out.

RATINGS



PRESENTATION

▲ A nice intro screen kicks off the proceedings.

▼ No options to speak of at all.

69

GRAPHICS

▲ Each of the later levels has a great, individual style.

▼ Initial screens are extremely dull. A couple of the character screens are badly drawn.

81

SOUND

▲ Some highly atmospheric, beautifully executed music for each level.Brilliant sound effects spice up the action.

96

LASTABILITY

▲ There are sixteen levels in all, all of them extremely hard to complete.

87

PLAYABILITY

▲ The game plays smoothly with no control mode problems.

▼ Having to play the boring first level every game is a real pain in the backside.

88

OVERALL

A very challenging game indeed, marred only by the lack of continues or a password system. Otherwise, highly recommended even if you don't like Marvel Comics!

89

- TWO OF A KIND -

THE WINNERS!

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SUPER NINTENDO
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INTER ACTION

Lawks 'o' lordy, although we were expecting a healthy mailbag, nothing could have prepared us for the buckets of mail which flooded our office after the first issue. Whilst a party of St Bernards hunt for the lost members of staff who are presumed to have been swamped by the avalanche of mail, the survivors have been sifting through your letters and it seems that you liked what you saw in the first issue. You can read a cross-section of what we received in our letters pages, where Jaz does his best to answer your queries and get to the bottom of things that really bug you.

Next up, we take a look at the journalistic works of art you have been sending us in our Fanzine page. It has to be said that there are obviously a lot of enthusiastic Super NES, NES and Gameboy owners out there who, in between the odd game of Mario, manage to pump out quality journals which put many of our so-called rivals to shame! Finally, Jaz and his numerous pairs of answering trousers make another return as he answers your questions about every aspect of the Nintendo range. Have you got a problem with a game or just want to know what's coming out soon? If so, drop Jaz a line - we're sure he'll manage without another weeks' sleep!

THIS MONTH

LETTERS 28

Bid Ed, Jaz gets to grips with another bulging sackload, as he provides relief for all you question-hungry Nintendo owners...

FANZINES 34

Perched high upon his rubber doughnut, Steve Merrett casts his critical eye over the many Fanzines which have dropped through our letter box - are they a Total! waste of time?

Q+A 36

Jaz Rignall is here once again to answer your queries relating to everything Nintendo. Armed with enough Nintendo-related knowledge to earn a degree in, well, Nintendo-related things, he's here to put you out of your misery and smooth your furrowed brow.

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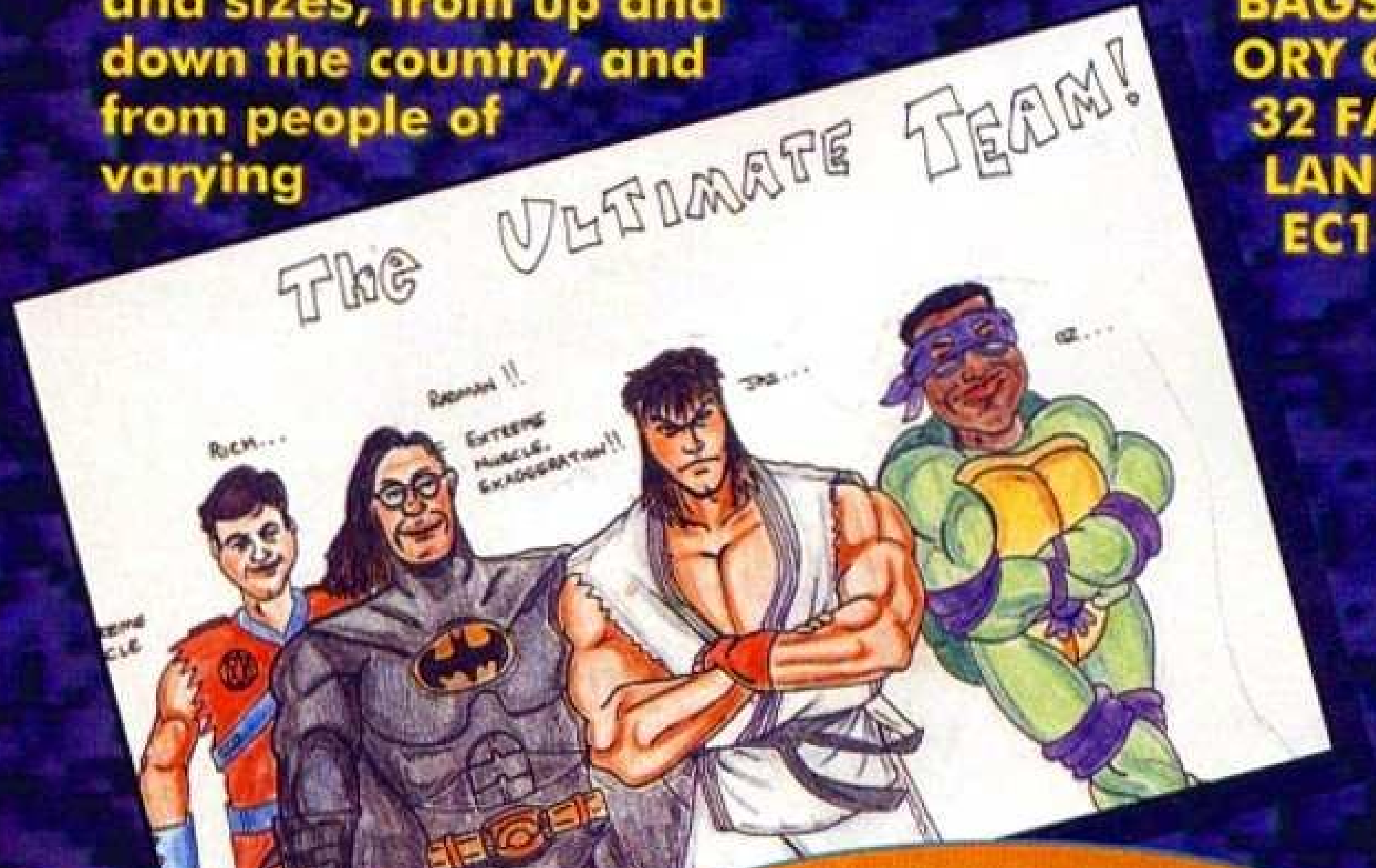
INTER ACTION MAILBAG

It's that mailbag time of the month when once again Jazza dips into his massive bulging mailbag and comes up with letters of all shapes and sizes, from up and down the country, and from people of varying degrees of intelligence which he tries to answer intellectually. If you've got anything to say, write to:

JAZZA'S ENORMOUS (MAIL)
BAGS, NMS, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON
EC1R 3AU.


The Ultimate Team!
Rich...
Radman!!
Extreme muscle exaggeration!!
Jaz...
Oz...

An excellent Super-Hero selection from A.Nonymous - get in touch!

SLOW STREET-FIGHTER II

Dear Jaz
We are writing to your mag to complain about the review for Super NES Streetfighter II in edition 22. Why was it so damned complimentary? You said that it was 'arcade perfect', but as any SF II player could see it was nowhere near as good as the coin-op. For a start the sound is totally crap - it's slow-moving and out of tune, and certainly not worth the 93% it was given. The speech is awful and Ken and Ryu's Dragon Punch doesn't sound a bit like "Shoryuken", which is what it's supposed to sound like.

Secondly, the playability is useless and after a few games I was almost in a coma. Certainly not worth the 98% it was given. The gameplay is slow and unresponsive and having to use the Super NES control pad doesn't help. You also said that completing the game would take ages, well it took me just an hour to complete it with Ken and a few days to finish it with everyone. Next time get someone with a brain to review beat 'em ups.
Max and Jam, Fordhouses.
JAZ:I agree that the sound is slow - but that's the problem with official PAL machines. Played on a Japanese machine, the sound and gameplay runs at exactly the same speed as the coin-op. On a British PAL machine it's 17.5% slower. That said, the music is still good - you just have to get used to it being slower! As regards finishing it - I bet you did it on the rubbish level 0 and not on top difficulty. The real challenge is completing it without losing a round - and I bet you can't do that.

NO SLAGGING

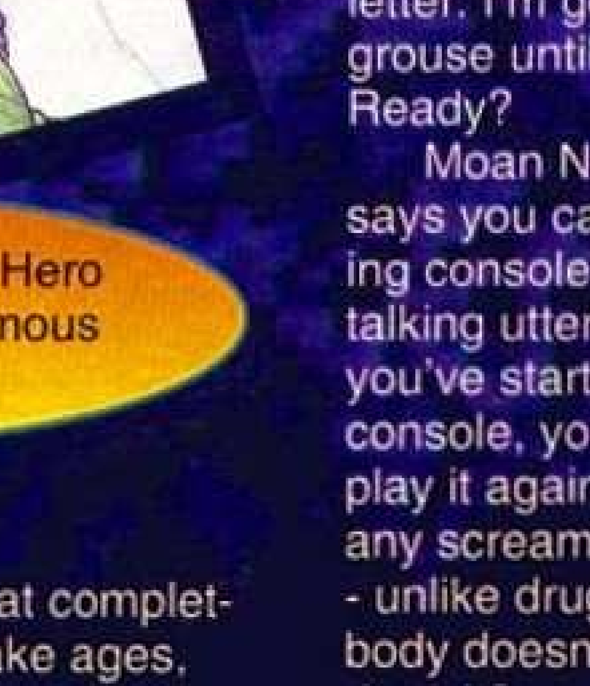
Dear Jaz
I was very worried in issue 24 when it was announced Mean Machines was going to be two mags. My worry is that the two are going to be saying "Sega is sad" or "Nintendo is rubbish" about each other, and other low-quality slagging.
Matthew Radley, Palmers Green, London
JAZ:Don't worry, you won't read any of that kind of tripe here.

ZZZZZZZZ

Dear Mr Brain Dead Agony Aunt
I advise you to tank up on black coffee and start pinching yourself because this is going to be a long letter. I'm going to moan and grouse until the cows come home. Ready?

Moan No.1. Anybody who says you can get addicted to playing console or computer games is talking utter bull excrement. Once you've started playing on your console, you can stop and never play it again, without ever having any screaming desire to continue - unlike drugs or cigarettes. Your body doesn't cry out for more does it?

Moan No. 2. All you sad zombies out there, Whose lives revolve round consoles and killing your imagination and your concentration. The best way to define the modern-day console is with these words written by Shakespeare, "it's a tale told by an idiot, full of sound and fury, signifying nothing". Pretty apt, eh? If you think that playing on your console all day is developing your concentration then you're wrong. Your mind must have already turned to sewage. Do you need to concentrate to play a computer game? Of course not - it's magnetic. Any easy option between playing on your machine and reading a book - which would you prefer.



More Street Fighter II shenanigans. From Oliver Jeavons.

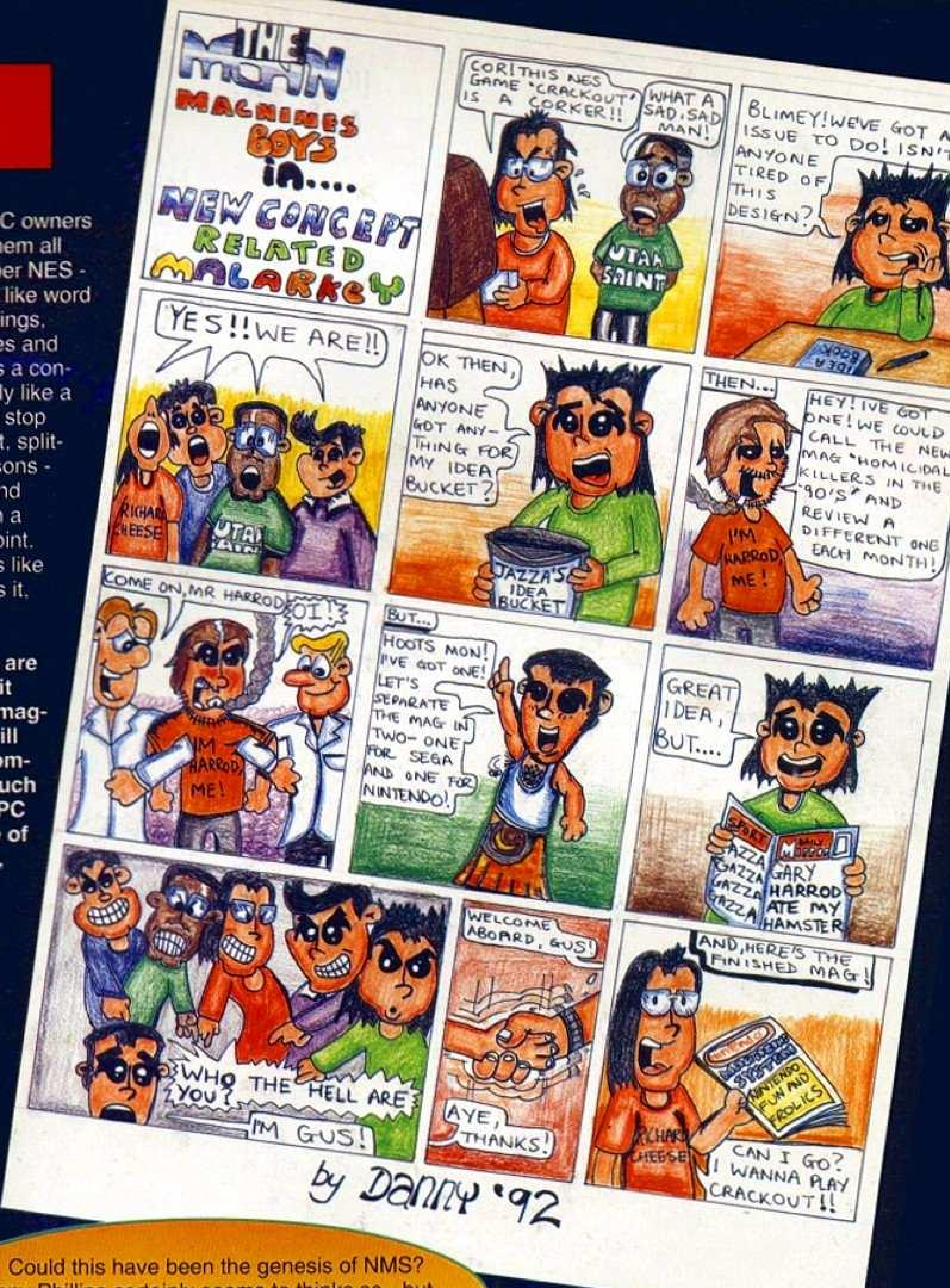
Moan No. 4. (No. 3 was too boring - Jaz) This is on behalf of the female population. I think MM is totally sexist. Not one woman is on the team of reviewers. It's 1992 guys, I hope you realise we are all equal. Moan no. 5 is about you. You have sadly fallen away from your standards. Before, you were an ace laugh; now watching a snail having pleasure is more interesting. The best way to describe your IQ is the following: you have the brains of a dyslexic newt with amnesia. I hope that has given you sufficient ammo to revert to your good old abuse.

Moan No. 7 (yes, No. 6 was another dull one - Jaz). This is about all the drawings in the mean letters page. Half of them are copies of other pictures. Why don't they search around in their jellied minds and find that last piece of imagination that is floating in there. I'm glad I got that off my chest, I can sleep in my bed now. After all that you probably think I'm an anti-console writer. Well you're wrong. I enjoy consoling as much as you, but at least I don't let it rule my life.
Alex J Wood, Stroud, Glos
JAZ:We WOULD have girls on the reviewing team if any ever bothered to apply for jobs here. But they don't. As for the rest of your letter. It's a shame that you let the few decent points you make become totally overwhelmed with the rest of the sewage. Still, you're young and your mental capacity has a long way to go before it's fully developed.

PATHOS 'N' BATHOS

Dear Braindead Geeks
In response to your moronic comments on PC owners I've got to say you're way out line labelling them all bores. As for comparing the PC with the Super NES - it's ridiculous. One was designed for rubbish like word processors, accounts packages and other things, while the Super NES was designed for games and games only. So if every time someone writes a constructive, intelligent letter you're going to reply like a jumped up stroppy little git, then I'm going to stop buying the mag. And while I'm on the subject, splitting is a BIG mistake. I understand your reasons - more coverage and more money from ads and sales. However, MM covered every format in a light-hearted manner which was its strong point. Splitting will only send readers to other mags like Z*** , which is shoddy may I add. Right that's it, time to be insulted, I think.
Peter Mullholland, Liverpool

JAZ:Well, for a start all those people who are rushing off to buy Z* because of the split will be highly disappointed, because the magazine has recently been shut down and will never appear again. As regards the PC comments, you obviously don't understand such things as sarcasm. I've got a rather nifty PC myself, which makes the topic even more of a bore. And just in case you didn't notice, I'm being sarcastic there...**

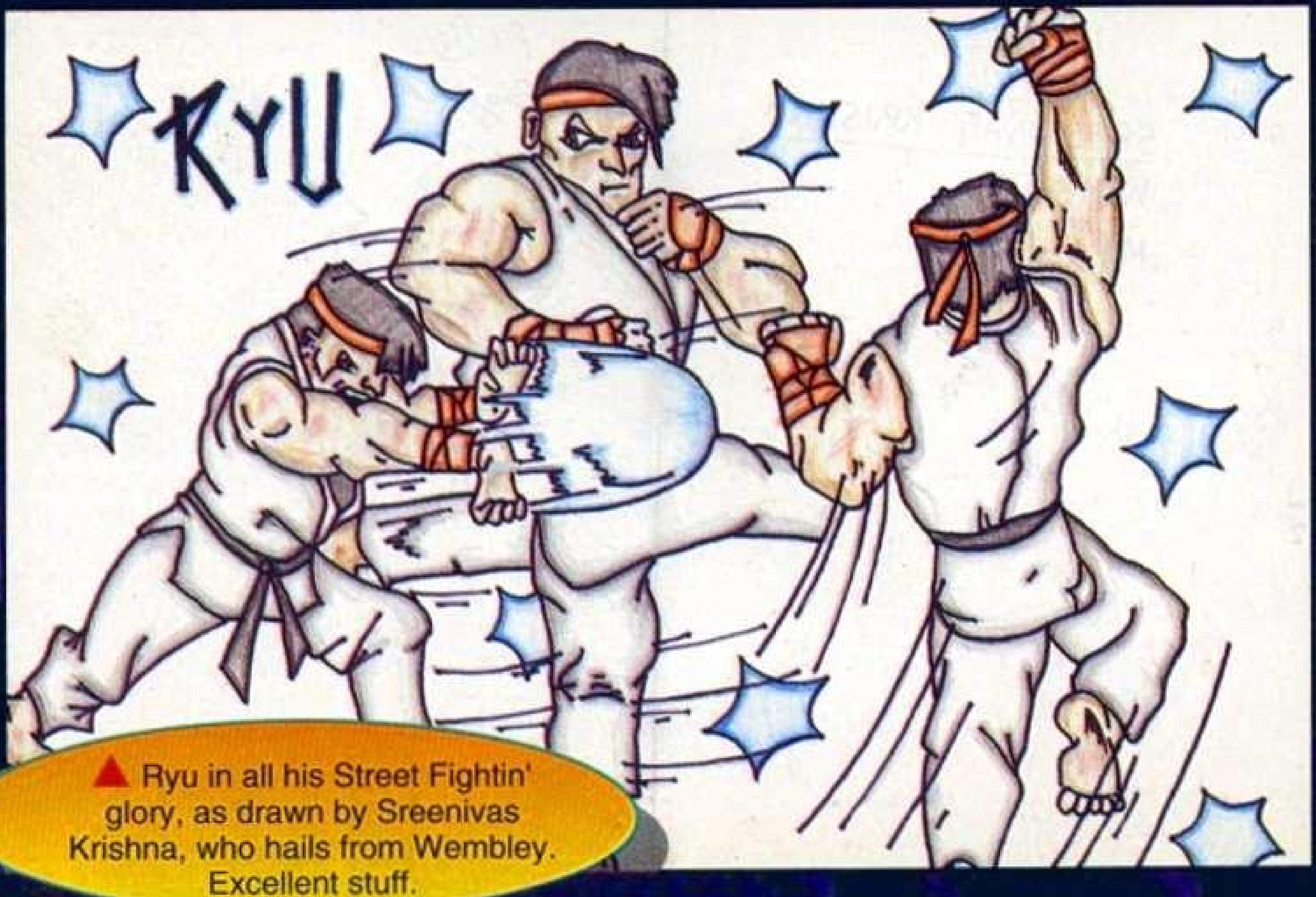

THE MEAN MACHINES BOYS in.... NEW CONCEPT RELATED MALARKEY
COR! THIS NES GAME 'CRACKOUT' IS A CORKER!!
WHAT A SAD, SAD MAN!
UTAH SAINT
BLIMEY! WE'VE GOT ANOTHER ISSUE TO DO! ISN'T ANYONE TIRED OF THIS DESIGN?
IDEA BOOK
YES!! WE ARE!!
RICHARD CHEESE
OK THEN, HAS ANYONE GOT ANYTHING FOR MY IDEA BUCKET?
JAZZA'S IDEA BUCKET
THEN...
HEY! I'VE GOT ONE! WE COULD CALL THE NEW MAG "HOMICIDAL KILLERS IN THE '90'S" AND REVIEW A DIFFERENT ONE EACH MONTH!
I'M HARROD, ME!
COME ON, MR HARROD
OI!
BUT...
HOOTS MON! I'VE GOT ONE! LET'S SEPARATE THE MAG IN TWO- ONE FOR SEGA AND ONE FOR NINTENDO!
GREAT IDEA, BUT....
SPORT
GAZZA GAZZA GAZZA GAZZA
GARY HARROD ATE MY HAMSTER
WHO THE HELL ARE YOU?
I'M GUS!
WELCOME ABOARD, GUS!
AYE, THANKS!
AND, HERE'S THE FINISHED MAG!
NINTENDO FUN AND FROLICS
CAN I GO? I WANNA PLAY CRACKOUT!!
by Danny '92

▲ Could this have been the genesis of NMS? Danny Phillips certainly seems to thinks so - but we'll have to disagree. If only Gus was indeed that industrious!

VIRTUALLY HERE

Dear Jaz
Video games are as popular now as they ever have been, if not more so. Players are treated to visual and aural feasts along with playability which can gobble coins at an alarming rate. The only thing that prevents us from total involvement is the fact that we are looking at a screen controlling our sprite with a joypad. Now, what's this geezer rattling on about, you ask? Well, Virtual Reality of course. we've all seen about it on TV, but how soon until they chuck out Streetfighter II and replace it by a VR game for which you need a Black Belt to finish it! I think this medium is the future for gamesplaying, and in ten years my generation may laugh at the comparatively feeble coin-ops of today. I heard both Sega and Nintendo are developing VR products. Any info you can dig up on the subject?
Daniel Clark, Launceston, Tasmania

JAZ:We'll be doing a feature on Virtual Reality later on this year - keep your eyes peeled.



▲ Ryu in all his Street Fightin' glory, as drawn by Sreenivas Krishna, who hails from Wembley. Excellent stuff.

MY NAME'S MICHAEL

Dear Jaz
I see your letters in this mag every week (every week? - Jaz), so you must be very rich. In that case I don't suppose you could spare a bit to buy me a NEO-GEO and a few games. Oh yes, and one of those new Phillips TV's. And while you're about it, a new house would be nice: one with a pool and a gym and missile launching pad (missiles sold separately). Thanks!
HRH Charles, cardboard box, backstreet, London

JAZ:I'll huff and I'll puff and I'll blo-o-o-o-w your house down.

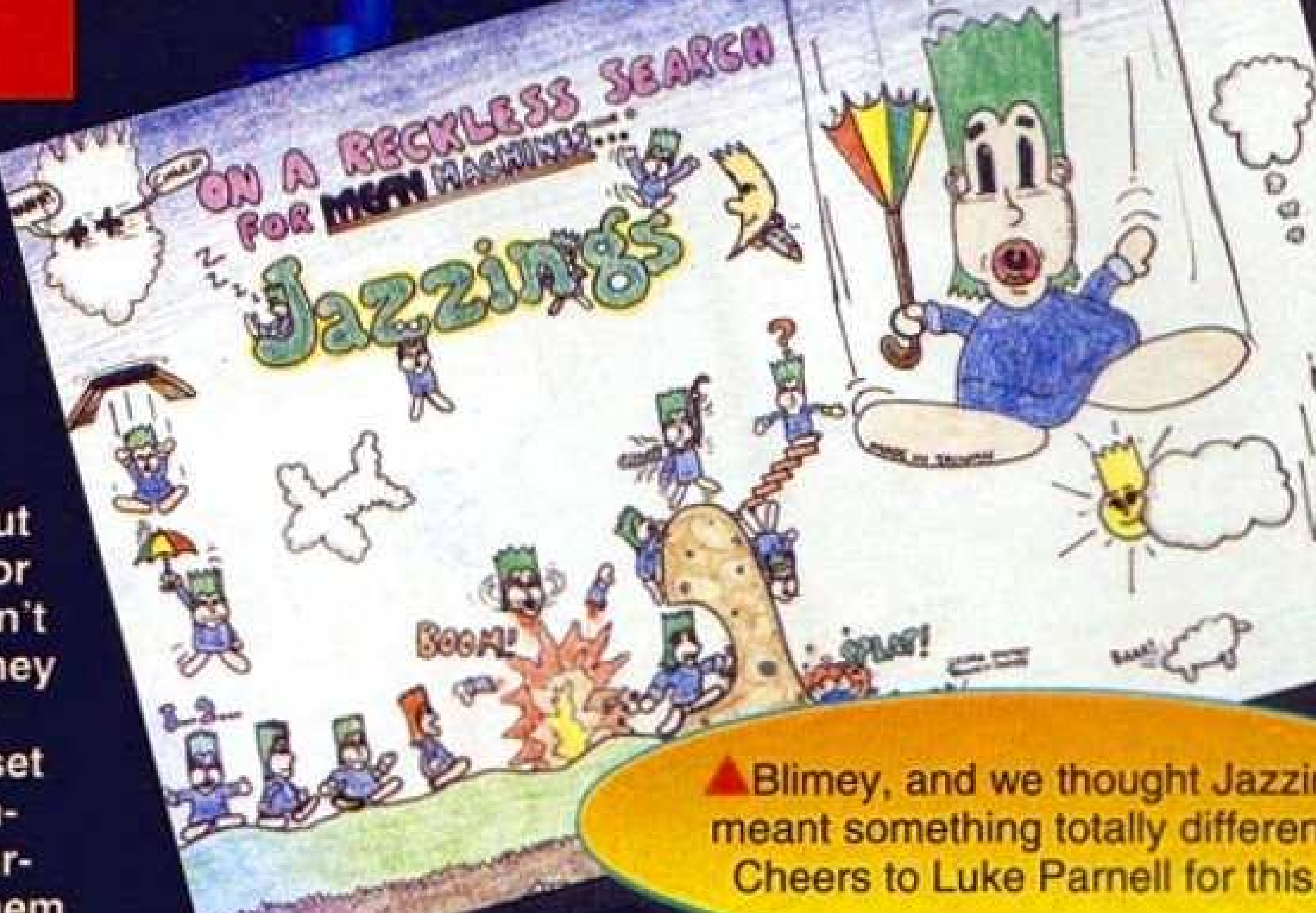
INTER ACTION MAILBAG

TECHNOPHOBES

Dear Jaz
Many times in the past I have read your self-declared claims to being a smartass. Therefore I shall put you to the test. A question that I ask many people still remains without a satisfactory answer. I am asking you to vacate your role as games guru for a short while and enter the realms of psychiatry. I want to delve deep into the complexities of human nature and find out what exactly are the psychological reasons for technophobia. In other words, why do members of older generations have a mentality that causes them to react in a manner of sour suspicion, act in a deliberate ignorance of the facts, and come up with unfair, untrue and unfounded claims? For instance, one university professor in his fifties goes as far as saying that video games are as addictive as drugs! This sort of fallacy consequently spreads hysteria among concerned parents and naturally attaches an undeserved stigma to consoles as a whole. Please explain this cynical attitude of being deaf to the truth. I apologise this isn't the run of the mill letter but I would really appreciate some answers.

William Main, Machynlleth, Cymru (Pays de Galles)

JAZ:What a great letter! I'll put down a few of my thoughts for what they're worth - which isn't much. As people get older, they become increasingly narrow minded and more and more set in their ways. When new technology comes along, their narrow-mindedness results in them dismissing it entirely, since it's far easier to deride what you don't know than learning to understand it. But it's not just technology - it's life itself! Walk down the street and you can immediately tell the difference between narrow-minded people and open-minded ones - the closed-minded ones live limited lives where they never try anything new; open-minded ones look forward to new things and new challenges.


ON A RECKLESS SEARCH FOR MEAN MACHINES...
Jazzings
BOOM!
SPLAT!

▲Blimey, and we thought Jazzing meant something totally different! Cheers to Luke Parnell for this.

A BIT OF A MOAN

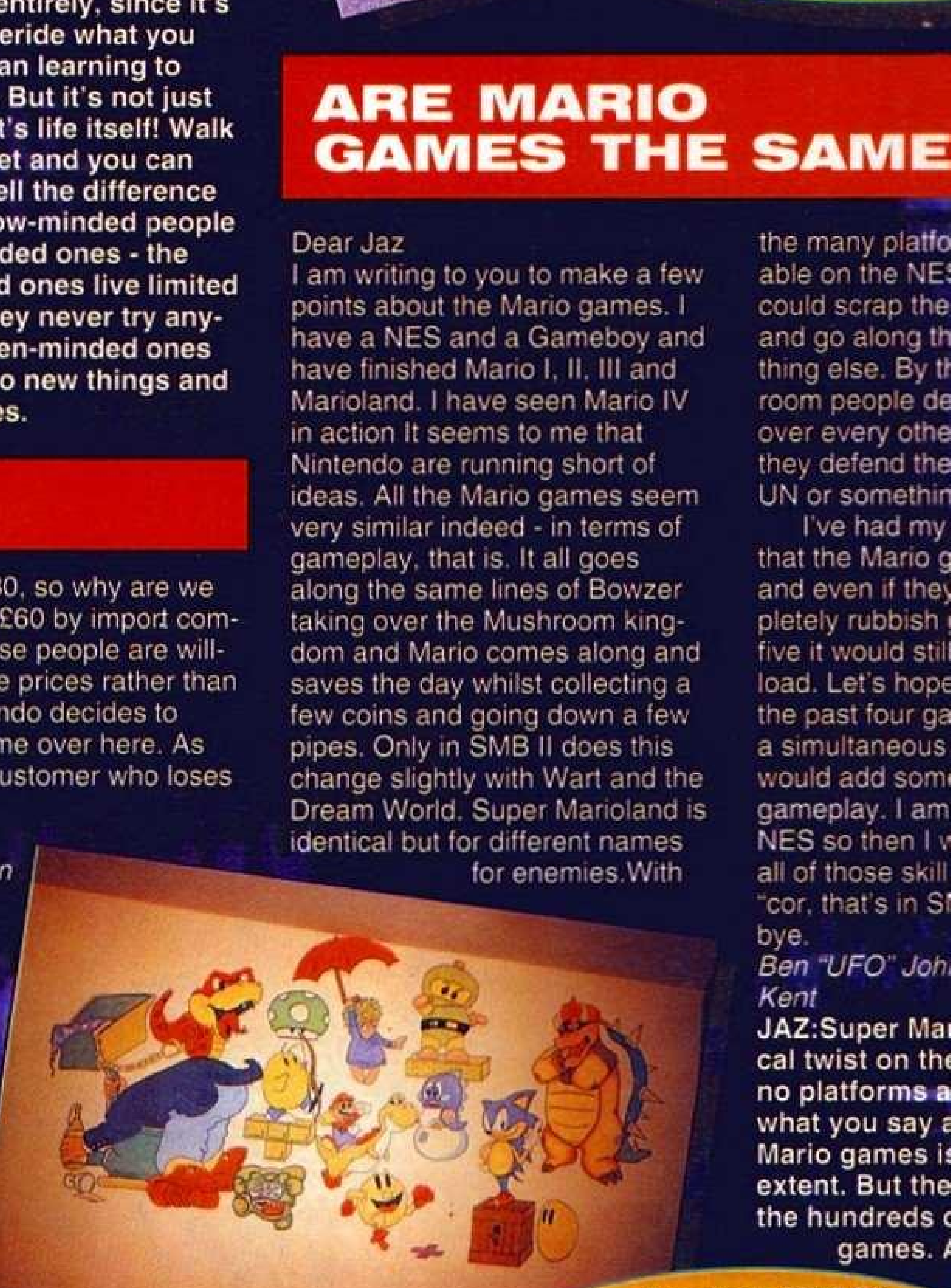
Dear Jaz
There are a few things Id like to say about the way Nintendo are handling the Super NES in Europe.
As far as I'm concerned the amount of software support provided for their 'flagship' console in the UK is pathetic. When will they realise that the only way to stop grey importing is not by adding chips or changing the shape of the cart but by releasing games simultaneously worldwide

Grey import carts are selling for the same if not higher prices than official ones. If we didn't have to wait for up to a year for an official release then there would simply not be the demand for the importing that both major console companies seem so eager to stamp out.

Importers are making a lot of money from Super NES owners in this country. In Japan these carts cost only £20-30, so why are we being charged £60 by import companies? Because people are willing to pay these prices rather than wait until Nintendo decides to release the game over here. As usual it is the customer who loses out.

B Paterson, Newcastle upon Tyne

JAZ:Nintendo are trying to get to the 'Worldwide' launch scenario, but it's going to take a while to get to that situation. Until then the current situation will continue.



A veritable 'Wall Of Fame' from Mark Terry who did this for a mate.

ARE MARIO GAMES THE SAME

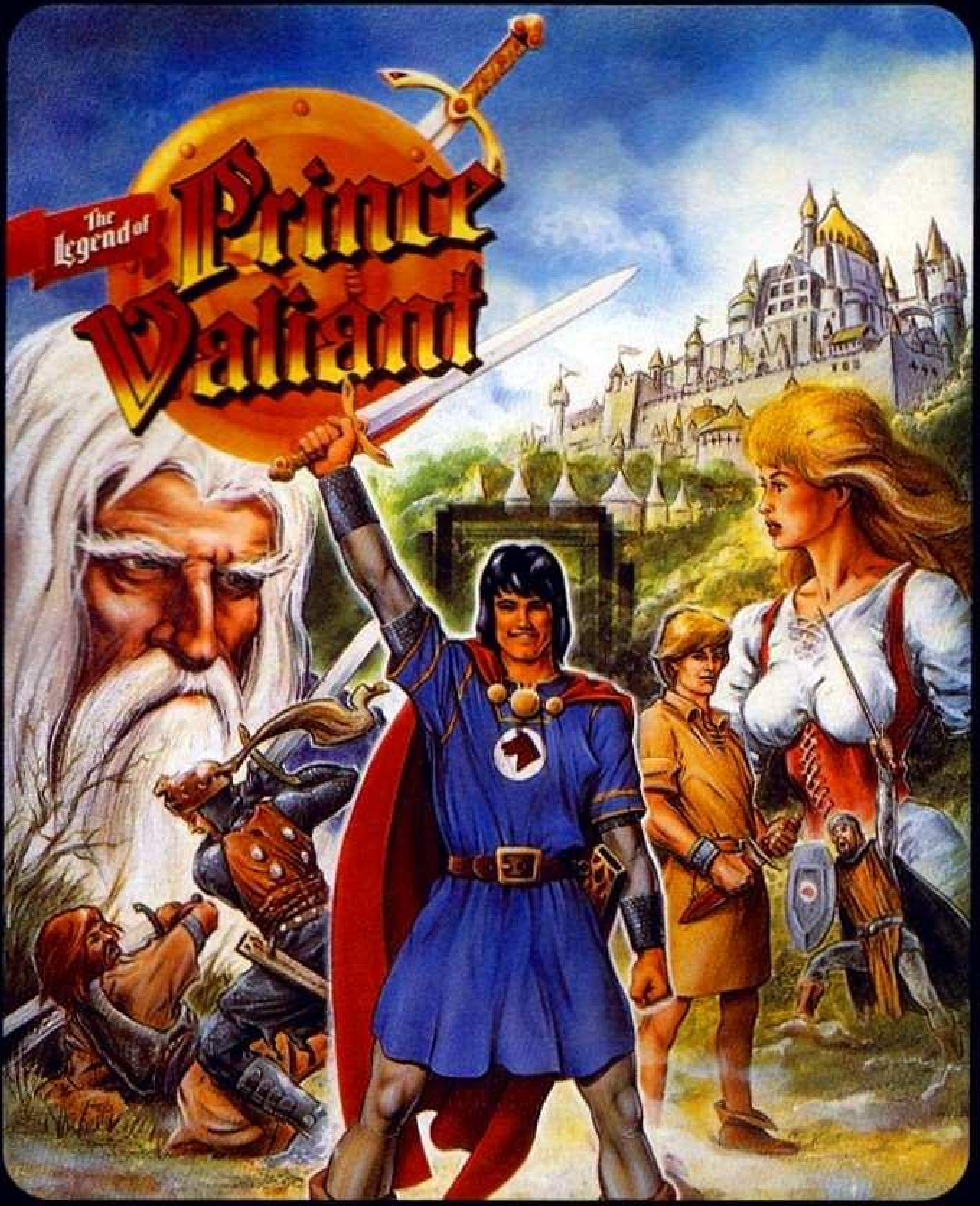
Dear Jaz
I am writing to you to make a few points about the Mario games. I have a NES and a Gameboy and have finished Mario I, II, III and Marioland. I have seen Mario IV in action It seems to me that Nintendo are running short of ideas. All the Mario games seem very similar indeed - in terms of gameplay, that is. It all goes along the same lines of Bowzer taking over the Mushroom kingdom and Mario comes along and saves the day whilst collecting a few coins and going down a few pipes. Only in SMB II does this change slightly with Wart and the Dream World. Super Marioland is identical but for different names for enemies.With the many platform games available on the NES, surely Nintendo could scrap the Mushroom idea and go along the lines of something else. By the way, the mushroom people deserve to be taken over every other week. Why don't they defend themselves or join the UN or something?

I've had my say and I do think that the Mario games are great and even if they produced a completely rubbish game for number five it would still sell by the bucketload. Let's hope it is different to the past four games, and perhaps a simultaneous two-player mode would add something to the gameplay. I am saving for a Super NES so then I will be able to play all of those skill games and say "cor, that's in SMB3 that is! Bye bye.

Ben "UFO" Johncock, Canterbury, Kent

JAZ:Super Mario Kart is a radical twist on the Mario theme - no platforms at all there! But what you say about the other Mario games is true to a certain extent. But then again, so are the hundreds of other platform games. At least the Mario ones are good examples of the popular genre.

ENTER THE MAGICAL WORLD OF CAMELOT


The Legend of Prince Valiant

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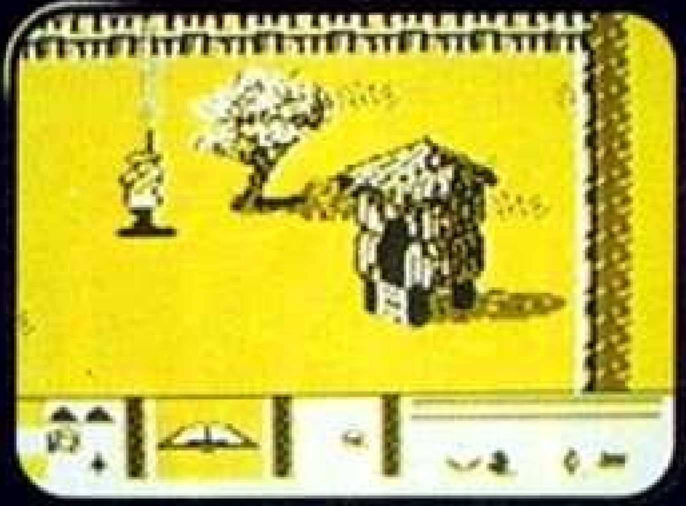

NOT SATISFIED WITH BEING A PRINCE, VALIANT WANTS TO BECOME A KNIGHT
ONLY KING ARTHUR CAN BESTOW THIS HONOUR, TO ANY WHO PROVE THEMSELVES WORTHY BY DEED. HE MUST FIND THE LEGENDARY VIKING RING OF PEACE AND TAKE IT TO ARTHUR'S PALACE AT CAMELOT.
THE QUEST BEGINS IN TREACHEROUS MARSHLAND, WHERE EVERY STEP IS POTENTIALLY LETHAL. ARMED WITH A MERE CROSSBOW, THE PRINCE MUST FIGHT HIS WAY THROUGH A VAST FOREST, FILLED WITH CUT THROATS AND THIEVES, DOWN INTO THE UNDERGROUND CAVERNS, THROUGH THE DEADLY MAZE TO THE RING'S RESTING PLACE. HE MUST CROSS THE STORMY SEA AND BATTLE THE VIKING ARMADA TO REACH CAMELOT...
WILL PRINCE VALIANT MAKE IT AND FULFIL HIS DREAM OF KNIGHTHOOD?

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ROBOCOP 2 FOR THE NES RATED 72%

MEAN MACHINE / MARCH 1992

LEMMINGS FOR THE SUPER NES RATED 93%

CVG / MARCH 1992

ADDAMS FAMILY FOR THE GAME BOY RATED 52%

GO! / MAY 1992

JAYNE NEAL
USA
5.90

OLYMPIC GOLD FOR THE MEGADRIVE RATED 70%

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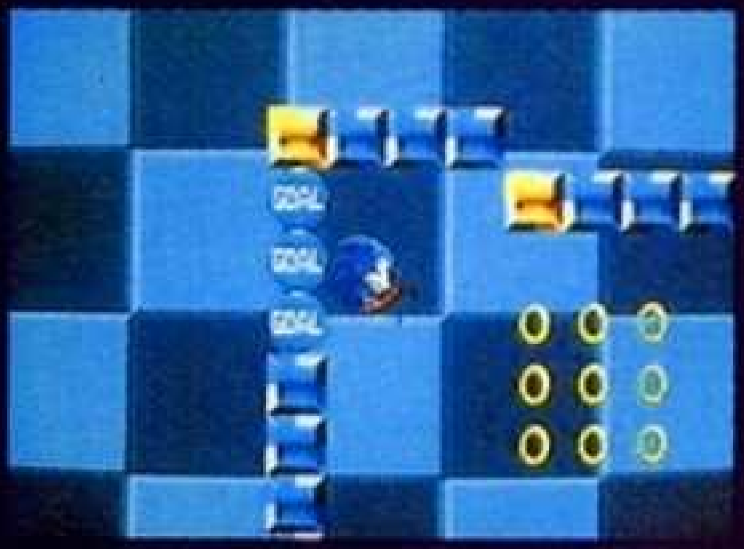


SONIC THE HEDGEHOG FOR THE GAME GEAR RATED 89%

SEGAPRO / JANUARY 1991

SUPER HANG ON FOR THE MEGADRIVE RATED 89%

COMPLETE GUIDE TO THE MEGADRIVE / DECEMBER 1991

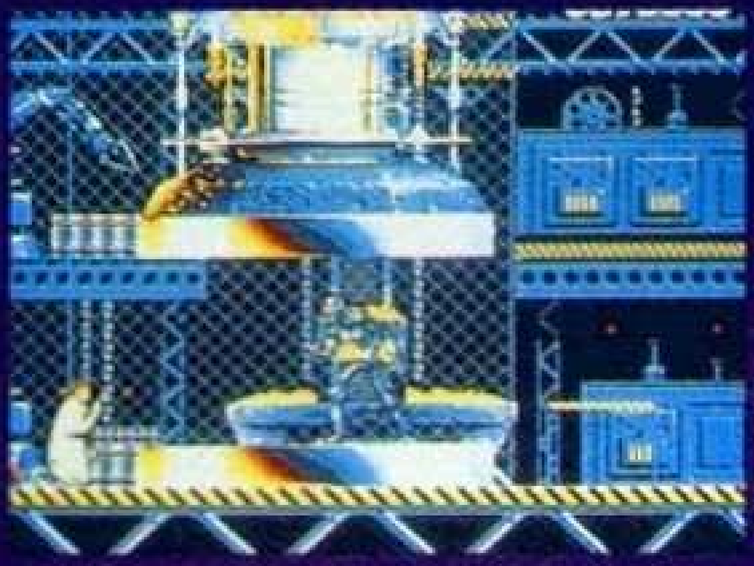
FINAL FIGHT FOR THE SUPER NES RATED 88%

CVG / AUGUST 1992

SENNA SUPER MONACO FOR THE MEGADRIVE RATED 89% CVG / JULY 1992

HERE'S HOW THE MA THE TOP GAMES. CHECK OUT IF THEY AT THE GAMESMASTE

TAZ MANIA FOR THE MEGADRIVE RATED 93%
SEGAPRO / AUGUST 1992



TERMINATOR FOR THE MEGADRIVE AND THE MASTER SYSTEM RATED 90% SEGAPRO / JUNE 1992

the AMAZING SPIDER-MAN
TM
PRESS START
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SPIDERMAN FOR THE GAME BOY RATED 93%
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Well Tom, check out the Gamesmaster Zone in your local Comet.

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Are you so mad about your Nintendo system that you give up all your spare time producing a top-quality journal based on it? You do? Good, well send it to us at NMS as we want to see what's happening in the world of Fanzines. Also, be sure to include a covering letter detailing how the mag is put together, your address and, if possible, a phone number. Who knows, it may help your circulation grow...

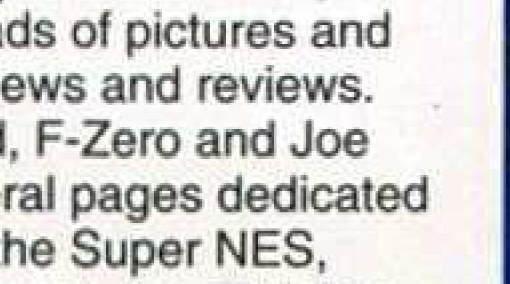
FANZIN

NINSANE
No. 1 SUMMER
Fanzine for Super NES, Gameboy & NES
2
MORE CHEATS
MORE ....

NINSANE

PRICE: £1
AVAILABLE FROM:
Fraser Kirk,
6 Lochty Road,
Kinglassie,
Fife,
Scotland.
KY5 0YB

Sporting a rather spiffy Yoshi cover comes issue one of Ninsane. Priced at a quid, Ninsane is the work of Fraser Kirk and Thomas Hamilton, and is extremely well done. Although its suffers from numerous spelling mistakes throughout (Super Mario Bors, being one of the best), it uses loads of pictures and has a good variety of news, previews and reviews. Review-wise we have Marioworld, F-Zero and Joe And Mac and there are also several pages dedicated to the technical specifications of the Super NES, NES and Gameboy - although it has to be said that this won't be of much to use to most people. One gripe we do have is that although the magazine has a numbered contents page, the actual pages aren't numbered which seems a little daft. Fraser and co have put together an excellent Fanzine, and this is one of the best ones we have seen.



SNES MAGAZINE

PRICE: 40p
AVAILABLE FROM:
John Gordon,
1 Foyle Road,
Blackheath,
London.
SE3 7RQ

Printed on A4 paper, SNES Magazine is the work of John Gordon and his bickering partner, Matthew Thomas - both of whom are 16. Although SNES looks a little dull because of a complete lack of screenshots, it is well-written and quite humorous at times. The issue we received (issue 4) contained a preview of all the games at the last CES, and reviews of Marioworld (what a surprise!), Super Smash TV, and Sim City, with both John and Matthew offering comments on each game's pros and cons. However, when they disagree, sparks really fly with Matthew saying that John is so dim 'he had to watch Commando three times, before he understood the story!' It's a pity that there is a total lack of pics as it makes SNES look dull as it's actually quite entertaining.

ISSUE 2 JAN/FEB 19
70p
F1-Race
4 Player Special
SIMPSONS PREVIEW
WWF Superstars Review
Reviews: Dr Mario, Duck Tales, F1-Race, Fortress of Fear, Gargoyle's Quest, Godzilla, PaperBoy, Side Pocket, Soccer, Super RC Pro-Am, The Punisher, and WWF Wrestling.
GAMEBOY GUIDE

GAMEBOY GUIDE

PRICE: 70p
AVAILABLE FROM:
Stewart Cromar,
10 Jarvie Place,
Glenrothes,
Fife,
Scotland.
KY6 2LE

Billing itself as 'the only pink and green Fanzine in Scotland', Gameboy Guide is now on to its third issue. Written by an enthusiastic team of Gameboy owners, the Guide covers every aspect of the handheld scene, ranging from the expected reviews, to previews and advice on peripherals. There are also charts which have been compiled from four different magazines, and even a couple of competitions. According to Stewart, the mag now sells in the region of 400 copies, and is finding more and more people wanting to contribute to the mag as this continues to grow. With numerous screenshots and plenty of news and views, Gameboy fans could do a lot worse...

HAND HELD POWER
FREE!
How to blow up a Lynx

GAMEBOY GUIDE
70p
THE BEST HANDHELD?

HAND-HELD POWER

PRICE: 95p
AVAILABLE FROM:
Christian Oliff,
33 Hillside Crescent,
Weldon,
Nr Corby,
Northants.
NM7 3HF

Not exactly a Nintendo-based Fanzine, as Christian also covers Atari's long-dead dinosaur, the Lynx - still, there's a feature on how to blow one up inside, which is probably the best thing for it! Handheld Power is put together and written by Christian on an Amstrad 6128 using a DTP (Desk Top Publishing) package, and he also goes to the trouble of hand colouring the many images he uses throughout. In the mag's many reviews and features there are no actual screenshots used, but a variety of related pictures, and these jolly the whole thing up considerably. It has to be said that some of the layouts are a little cluttered in places, but yet another valiant effort.

BABOON CORNER

If you've got a fanzine, don't forget to send it in. Fame, fortune and loads of free publicity guaranteed. Send your Fanzines into: OI STEVE IF YOU DON'T LIKE IT REST YOUR CHALFONTS ON IT, FANZINE CORNER, NMS, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU

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Q+A

INTER ACTION

Rumble in the jungle! Jazza's here to answer all your Nintendo queries. If you've got anything you need to know, write in to Jazza 'cos he'll know the answer. He's rather clever that way. The address to write to is: BONG WENT THE GONG AS THE SONG WENT ALONG, NMS, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU.

Q

BORING

Dear Jaz
Your mag is totally brill and we all love it. Please answer these mind-boggling questions for me.
1. Have you got any more news on Super Mario Land 2 for the Gameboy? When will it be released in the UK?
2. Do you have any idea when the Gameboy Game-Genie is coming out?
3. Is Faceball 2000 any good on the Gameboy?
4. Isn't Super Tennis tops?
5. Is Gary Harrod as handsome and attractive as all the women claim?
David, Londonderry, Northern Ireland

A

JAZ: 1, Yes. Check elsewhere in this issue. 2. Just after Christmas - and it's brill! 3. Yes. 4. Indeed. 5. Of course.

10
10
4
02:57
0

▲ You can find out how good Kick Off next issue.

Q

DULL

Dear Jaz
I am a boy from Finland. I have just recently bought a Super NES and would like to ask you some questions about it.
1. Please can you show me what the Super CD looks like?
2. Is Wing Commander any good?
3. Have you any info on Super Mario 5?
4. Is there a better version of Japanese Kick Off?
5. Which are your top 5 Super NES games?
Jan Nieminen, Helsinki, Finland

A

JAZ: 1. No 'cos the design isn't finalised yet. 2. The early version I saw in Chicago looked promising - wait a month and we'll have a full review. 3. Nope - nobody has. 4. Yes, the official British version of Kick Off, which is completely different from the Japanese one and is released soon. 5. Streetfighter II, F1 Exhaust Heat, Super Tennis, Super Mario Kart, Super Mario IV (although it changes from week to week).

2:52
ULTRAMAN 2
GUDIS
L4 BP
L3 MS
L2 AB
L1 KS

Q

TEDIOUS

Dear Jaz
I have just bought a Super NES and desperately need these questions answered - I'm pulling my hair out with pure sadness!
1. In the CVG review of Street Fighter II, they said that the music was better than the coin-op, but you said that the coin-op's is better. Which of you is right?
2. Will Super NES software be plentiful in Cardiff stores - eg. Smiths or Menzies?
3. Will the price of games on the Super NES ever come down?
4. Why are the NMS team so fab?

A

JAZ: 1. We are, of course. 2. Why do you think they've just fixed the Severn Bridge? To cope with the fleets of huge trucks carrying Nintendo software bound for Cardiff. 3. Yes - but not for a while.

YAWNSOME

Dear Jaz
Please answer my question. Is there any way to play the last four opponents on Street Fighter II on the Super NES? I wonder about it because there is already the 'Guile Vs Guile' in two-player mode. If not, would Capcom perhaps release an add-on which could attach to the bottom of the cart. If not, perhaps they would consider a conversion of the Champion Edition? This has been troubling me for several days.

JAZ: 1. No.

NIN 50000
KO
GUILE
GUIL

▲ SF2 NES fans - don't hold your breath!

NIN 50000
KO
GUILE
GUILE
WARNING

ZZZZZZZZZ

Dear Jaz
Please could you answer these questions for me.
1. Is Alien 3 going to appear on the NES? If yes, when?
2. Will Streetfighter 1 or 2 appear on the NES?

JAZ: 1. Shortly after the new year, hopefully. 2. Sadly no.

▲ Wow! What a gratuitous space-filling screenshot!

27800
POWER
RANK
SPEED 013 km/h
1'39"52

▲ Gumph! No F-Zero for NES owners...

INANE

Dear Jaz
Could you answer my questions on the NES?
1. Are any of the following games coming out: Simpsons coin-op, Sonic, Super Wrestlemania, F-Zero, Lemmings, Turtles 4, Final Fight, Terminator, SF 2, Super Soccer, Mickey Mouse, The Beano, Olympic Gold?
2. Will there be a convertor to allow you to play Super NES games?
3. When you reviewed WWF what did you rate it?
4. Is the Robot any good?
5. Which is better value, Goal or Nintendo World Cup?
6. Are Megaman 1-4 any good?
7. Is there a beat 'em up section in A Boy and his Blob?
Mad Duck, Darlington

JAZ: 1. Lemmings is, but none of the others are. 2. Naaaaaaaaaah. Don't be silly. 3. Check out the games index for that information and more. 4. No, it's not worth the plastic it's made from. 5. Both are complete and utter rubbish and I wouldn't recommend either. 6. Yes, they're brill. 7. No.

SNOOZEWORTHY

Dear Jaz
Could you please answer these three questions -
1. When will the UK version of Sim City be available ?
2. When will the UK version of F1 Exhaust Heat be available?
3. What is the release date for the colour Gameboy?
Richard Holding, Wombwell, S Yorks.

JAZ: 1. November. 2. December. 3. Nothing has been finalised - you'll read about it here first.

1955 FEB
60980
2247
Bull Doze Area
$1

Q+A

INTERACTION

Q PREDICTABLE

Dear Jaz

Do you have time for a few quick queries?

1. Will Maxis produce any more sims, like Sim Earth, or Sim Ant for the Super NES?
2. Will there be a follow up to Super Tennis and R-Type?
3. Will the Mortal Kombat coin-op ever make it to the Super NES?
4. When is Darkwing Duck being released on the NES here?
5. What are your impressions of World of Illusion?

That's the lot

Martin Corbett, Ardbeg, Scotland

SimEarth TM
MAXIS
The Living Planet
1990/1992 MAXIS & WILL WRIGHT
1992 IMAGINEER CO.,LTD.

▲ Sim Earth - will it ever reach the UK?

A

JAZ: 1. Sim Earth has been released in Japan, but it's doubtful that it'll ever appear in the UK. Sim Ant looks set for a Japan and US release only, which is a good thing because it's really boring. 2. I doubt it. 3. Nah. 4. Not sure - there's no release date as yet. 5. Darn good. We'll have more news on it soon, so stay tuned.

Q MONOTONOUS

Dear Jaz

I have some questions for you:

1. Will SF '92 edition be released on the Super NES?
2. One of the best beat-em-ups I've ever played is Konami's five-player, double screen X-Men coin-op. The sound and graphics are unbelievable. Will it be converted to Super NES?
3. Another great Konami beat 'em up was Vendetta. Will this get a Super NES conversion?
4. Will Atari's graphically superb 'Guardians Of The Hood' be converted to the Super NES?
5. Will Electronic Arts release EA Hockey and Desert Strike on the Super NES?

Danny Murdock, Catford, London

A

JAZ: 1. Probably not - the Super NES version is virtually the Championship Edition anyway, and I can't see many people rushing out to buy a completely new cartridge just to play the last four characters. 2 and 3. It doesn't look like it at present. 4. Could well be... more news when we have it. 5. Yes. Both will be appearing early next year.

Q SLEEP-INDUCING

Dear Jaz

Could you please help me with these questions?

1. Will Megaman ever come out on the Super NES?
2. Have Nintendo any plans to release a 16-bit hand-held?
3. Will there ever be a Streetfighter 3?
4. Which is better: Axelay or Turtles 4?
5. What will be the first 32-MEG game on the Super NES?

A

JAZ: 1. November. 2. December. 3. Nothing has been finalised - you'll read about it here first.

Q IRKSOME

Dear Jazza

Please could you answer my questions, so I know what to get for my Super NES.

1. When will Fatal Fury and King Of The Monsters be out for the Super NES?
2. Do you reckon Golden Fighter will be better than Streets Of Rage 2?
3. Is it true that Tazmania, Chuck Rock and Desert Strike will be on the Super NES?
4. Is there a decent Footy sim on the Super NES?

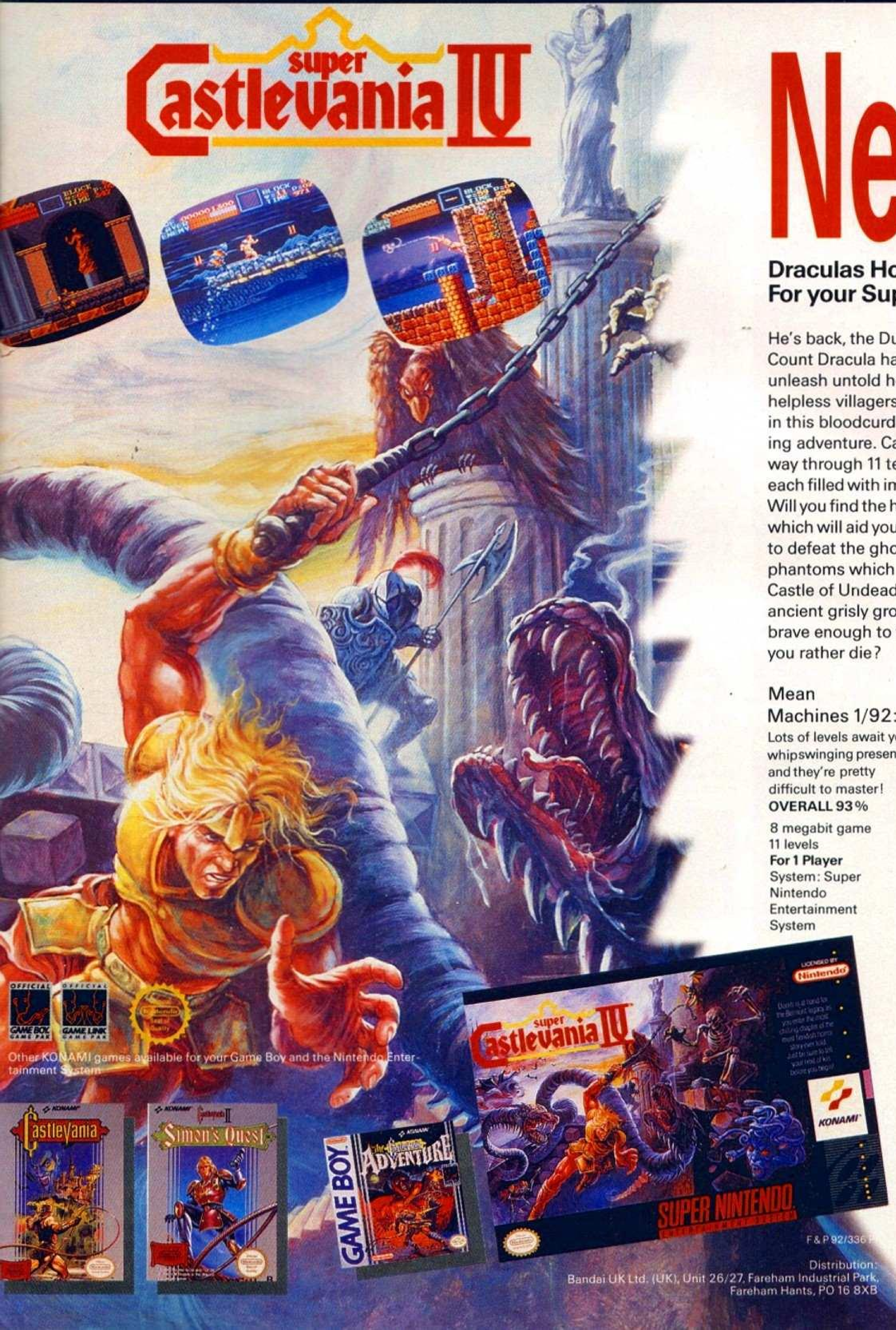
Misha Gohel, Hampstead, London

A

JAZ: 1. No official release dates have been named as yet. 2. No. I've played Golden Fighter and it's complete rubbish - a mega disappointment. 3. Desert Strike yes. The other two no. 4. The UK edition of Kick Off is looking dead tasty - we'll have a review of it next month.

70 HI- 50000 P2-
TIME
4:48

New. For your SUPER NINTENDO ENTERTAINMENT SYSTEM New. For your SUPER NINTENDO ENTERTAINMENT SYSTEM New. For you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Draculas Horror-Trip!
For your Super-NES!!!

He's back, the Duke of Darkness. Count Dracula has returned to unleash untold horrors upon the helpless villagers of Transilvania, in this bloodcurdling, spine-chilling adventure. Can you find your way through 11 terrifying levels each filled with impending doom. Will you find the hidden weapons which will aid you in your mission to defeat the ghosts, ghouls & phantoms which lurk inside the Castle of Undead and roam it's ancient grisly grounds. Are you brave enough to try? Or would you rather die?

Mean Machines 1/92:
Lots of levels await your whipswinging presence, and they're pretty difficult to master!
OVERALL 93%

MEGA GAME

8 megabit game
11 levels
For 1 Player
System: Super Nintendo Entertainment System

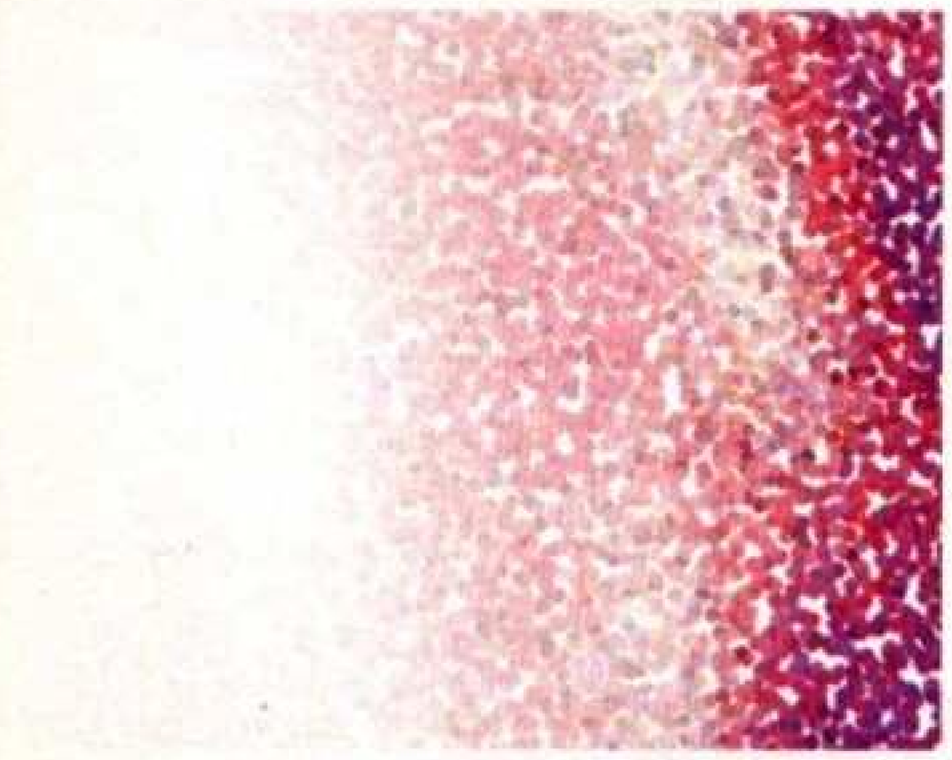
KONAMI
MegaVideoGameFun

F & P 92/336

Distribution:
Bandai UK Ltd. (UK), Unit 26/27, Fareham Industrial Park,
Fareham Hants, PO 16 8XB

SUPER GAME GUIDE

Welcome to the only tips section that counts. Within these hallowed pages you'll find Super NES player's guides for UN Squadron and Super Ghouls'n'Ghosts. In addition, all you NES owners are similarly well catered for as we go to town on Little Nemo, revealing its countless little secrets. And if that still isn't enough for you, all the latest mini hints and tips are also revealed for the Super NES, NES and Gameboy.



● GHOULS 'N' GHOSTS

Exorcise your rights, as we reveal the many ins and outs of Capcom's stunning Super Ghouls'n'Ghosts. We not only show you how to get the most out of Arthur's armour (ooer!), but we also investigate the many nasties out to prevent his epic rescue of his kidnapped beloved.

● LITTLE NEMO

Hoorah! All you struggling NES owners can find every answer regarding Capcom's Little Nemo that you'll ever need. As only NMS can, we reveal what's what in the world of enemy sprites, and take you by the hand through the game's many intricate levels.

U.N.SQ

ATTENTION!

"Crackle - crackle - Hello, is that UN Squadron? Area 88 calling UN Squadron, need urgent assistance, repeat, need urgent assistance!" The responsibility of becoming the hero of Area 88, on your own is probably proving a mite onerous. This fab combat scroller throws all sort of mean kit at you. Never fear! Gus has been only too happy to don his Avirex and take to the air. Of course, to bring you these tips on the topper UN Squadron, he's had to trash an entire air force, but the results are well worth it. All the poor boy asks is, "wherever next?".

WE WANT YOU!

There are three different pilots with their own personality traits; shot accuracy, bone structure, choice of underwear etc. Experiment by playing with each and finding the one which suits you best.

SHIN KAZAMA

Shin's big advantage is his ability to power up his ship fast. With him your Vulcan gun gets stronger quicker than the other two.

MICKEY SCYMON

The San Franciscan is a weapons man. That means you can expect accuracy and faster firing from him, in comparison to his colleagues.

GREG GATES

Greg used to work as a mechanic before entering the realms of international conflict so he finds it no problem to repair damage to his ship quickly.

CRUSIN' FOR A BRUISING

The perk of being a pilot is the range of raw power you get to put your hands on. The pilots of UN Squadron have peak power performance at their disposal, but it all costs money. As a rookie you are only trusted with an F8E Crusader for your opening missions. As you shoot more enemies your credit rating will increase, and your choice of craft will widen. Each plane has progressively better firepower and speed:

F8E CRUSADER

- ◆ **POWER UP: 5**
- ◆ **SPEED CLASS: C**
- ◆ **PRICE: FREE**

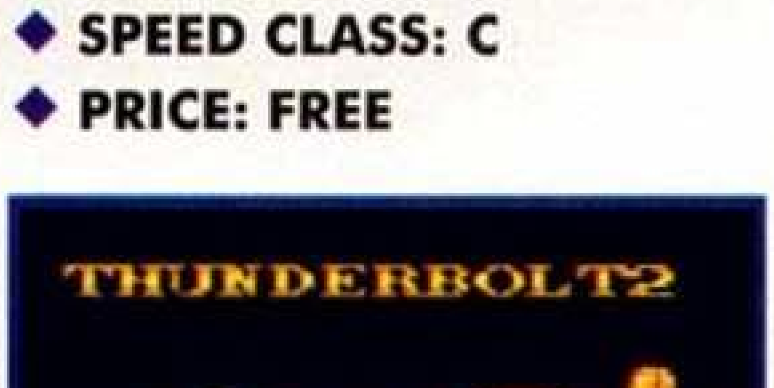
TIGER SHARK

F20 TIGER SHARK

- ◆ **POWER UP: 5**
- ◆ **SPEED CLASS: B**
- ◆ **PRICE: $100,000**

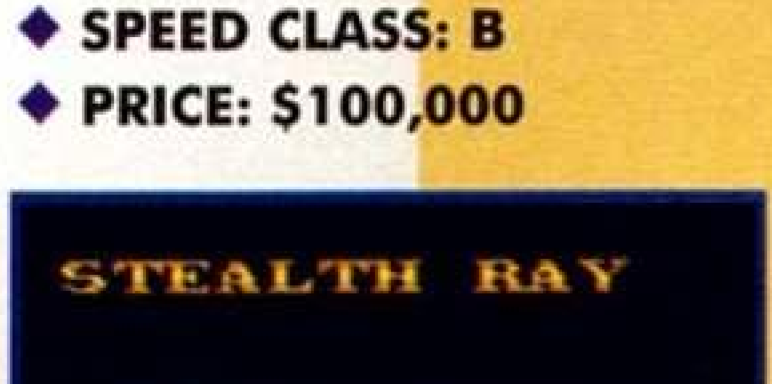
F14D TOMCAT

- ◆ **POWER UP: 5**
- ◆ **SPEED CLASS: A**
- ◆ **PRICE: $300,000**



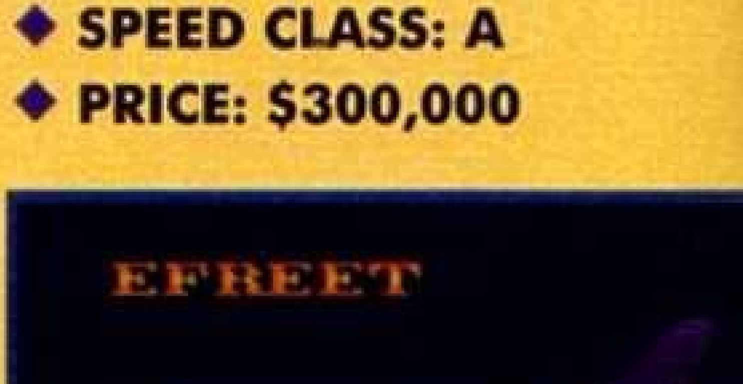
A10A THUNDER

- ◆ **POWER UP: 3**
- ◆ **SPEED CLASS: D**
- ◆ **PRICE: $350,000**



YF23 STEALTH

- ◆ **POWER UP: 6**
- ◆ **SPEED CLASS: B**
- ◆ **PRICE: $500,000**



F200 EFREET

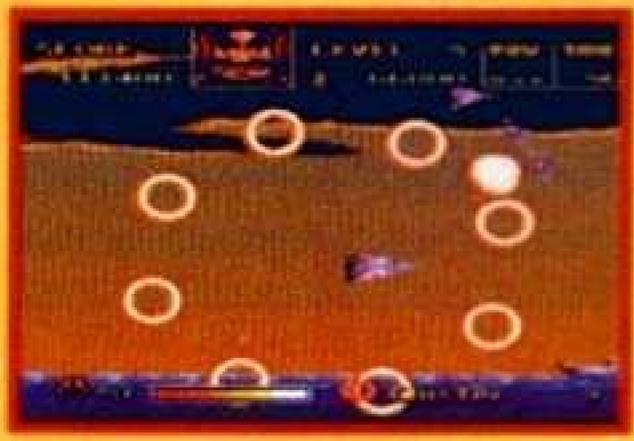
- ◆ **POWER UP: 7**
- ◆ **SPEED CLASS: B**
- ◆ **PRICE: $1,000,000**

UADRON

LOADIN'

As well as vulcan power and speed rating, you will quickly discover each craft's limitations as regards special weapons systems. The pricier planes can carry a greater number and variety of the more powerful systems, so bear that in mind when buying. Here is a briefing on the special systems, and a matrix which shows each plane's maximum payload.

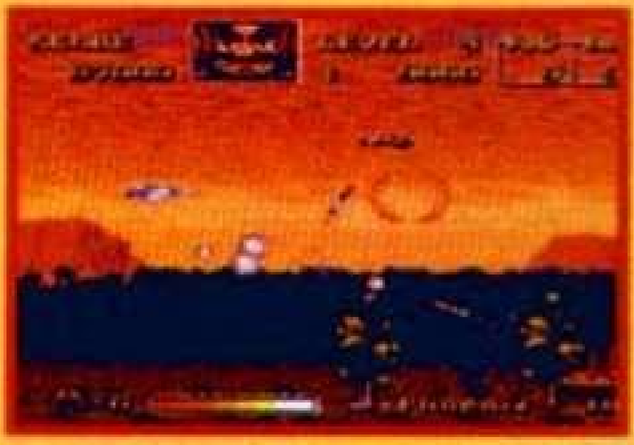
	A	B	C	D	E	F	G	H	I	J
F8E CRUSADER	3						50			
F20 TIGER SHARK		20	20	20			50			
F14D TOMCAT	10				10	10				
A10A THUNDERBOLT 2			30				50	10		
YF23 STEALTH RAY		10	10						10	50
F200 EFREET	10	30	30	20	20	20	50	20	20	50



CLUSTER BOMB (A)

Explodes in a spiral of incendiary bombs, destroying most smaller craft. Also destroys incoming fire and missiles, acting like a shield.

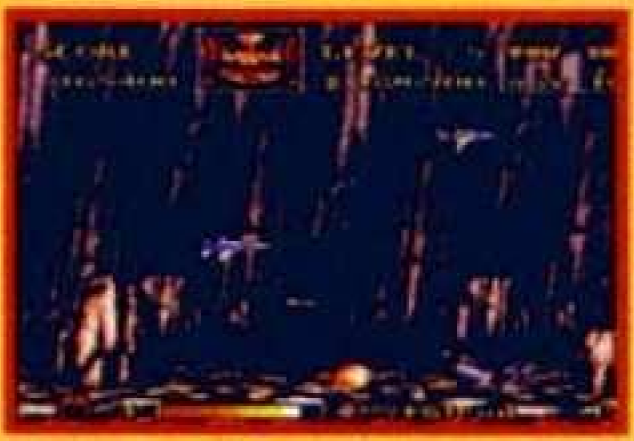
COST: $3000



PHOENIX (B)

Heat-seeking specials that don't require aiming. Vital for missions where you face fire from the rear. Their main limitation is their slow speed, and erratic choice of target.

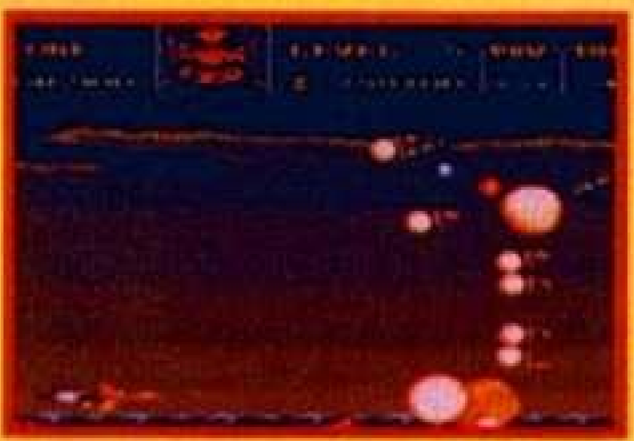
COST: $10000



FALCON (C)

Advanced air-to-ground missile. Hugs land contours until encountering something nice to blow up. Useful on camouflaged ground targets.

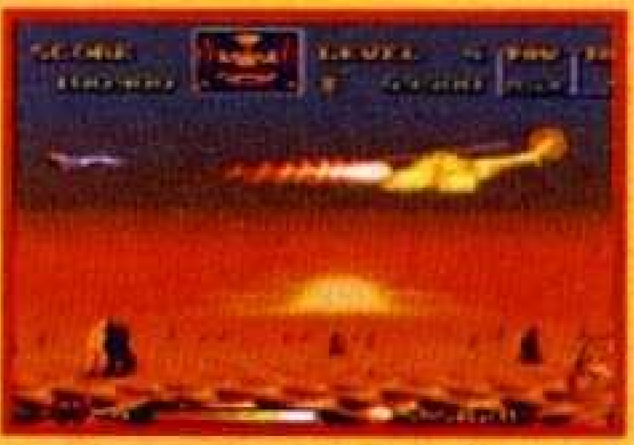
COST: $6000



BULLPUP (D)

Odd name; mega weapon. The Bullpup starts as 5 missiles spreading in a widening fan from the front of your craft. The effect is devastating against a crowded enemy attack wave.

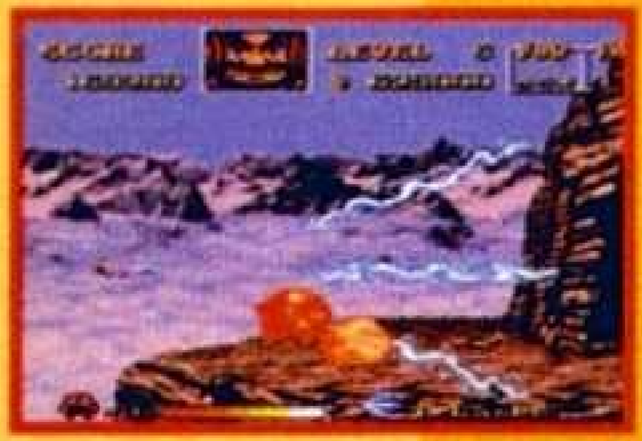
COST: $15,000



SUPER SHELL (E)

A substantial pulse weapon that packs a lot of power into a single shot. Best used on bosses.

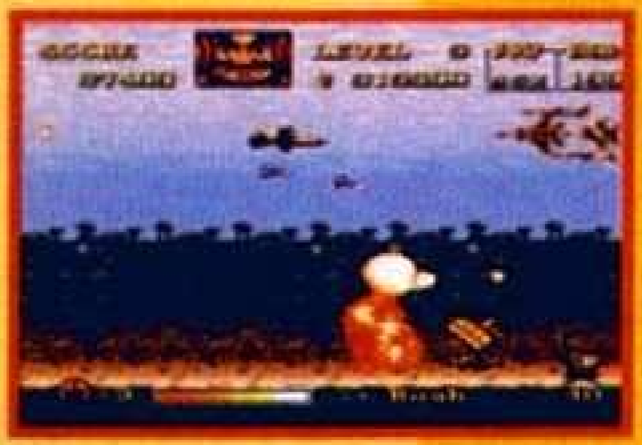
COST: $10,000



THUNDER LASER (F)

Electricity attacks at your disposal. The laser spreads its charge across the sky in an awesome sweep. An airborne weapon, with limited effectiveness.

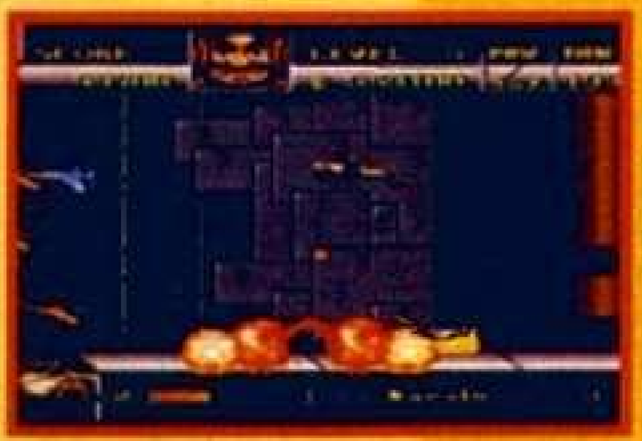
COST: $8000



BOMBS (G)

Most craft can accommodate a full complement of 50 bombs. Though undirected and relatively weak, they can prove incredibly useful on missions involving heavy ground-fire.

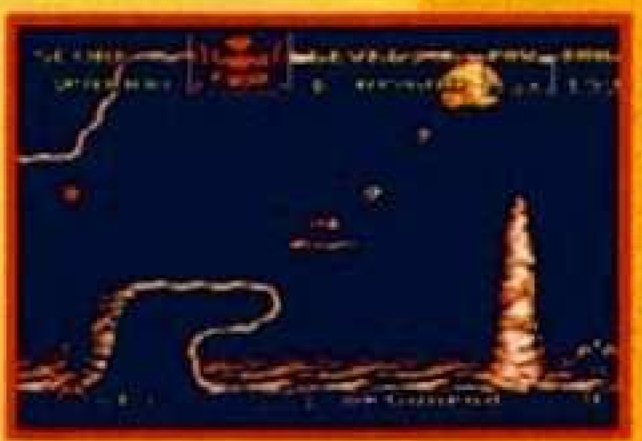
COST: $2000



NAPALM (H)

Napalm is another air-to-ground weapon, by far the most effective. the incendiaries fall to explode on contact with the ground, rapidly destroying whole areas with a single hit.

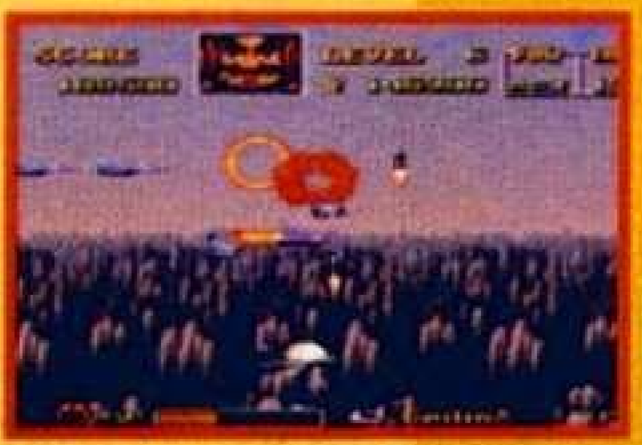
COST: $8000



GUNPOD (I)

An additional shot weapon that covers the sky area above you. This is extremely useful for low-level bombing runs, which may leave you vulnerable from upper-level attack.

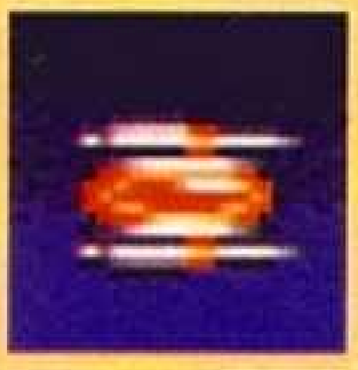
COST: $15000



CEILING MISSILE (J)

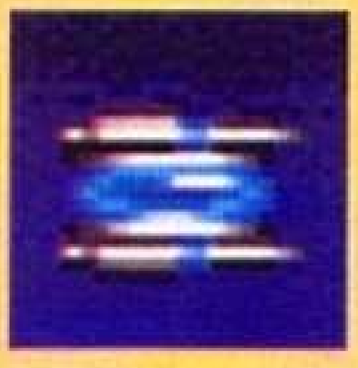
Another air attack weapon that covers the sky above you. Groups of three missiles are launched vertically from your craft. The fulsome complement of 50 shells make them an attractive purchase.

COST: $15000

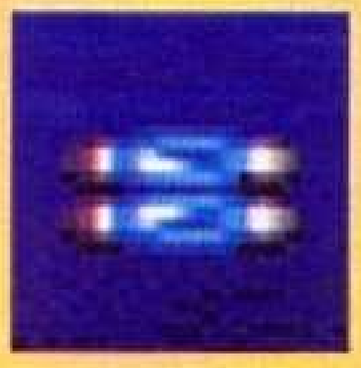


PICK-UPS ON THE WINGS

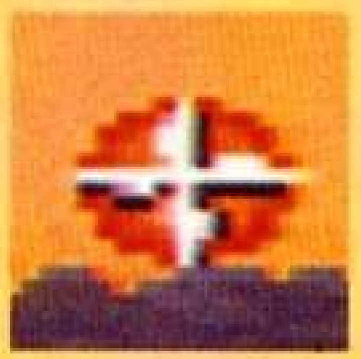
Orange vehicles release a power pod, if an entire wave is destroyed. These are essential collectors' items!



ORANGE POWER-UP
Increases vulcan cannon strength. The number of pods needed to attain the next power level is shown in the top-right corner.

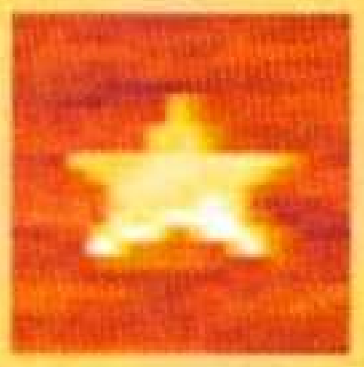


BLUE POWER-UP
Works like orange pods, but three times as powerful.



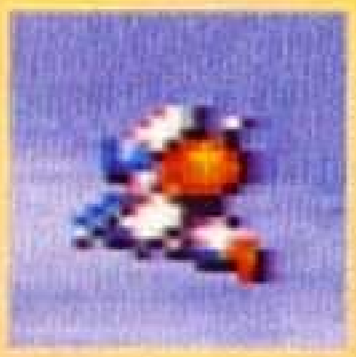
FUEL TANK
Refills part of your energy bar.

WEAPONS RACK
A rare and brilliant item, that increases the power of your specials.

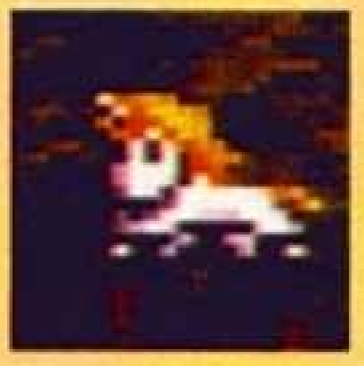


YASHICHI
Completely replenishes your energy bar.

STAR
Picking it up yields a cash bonus of $5000



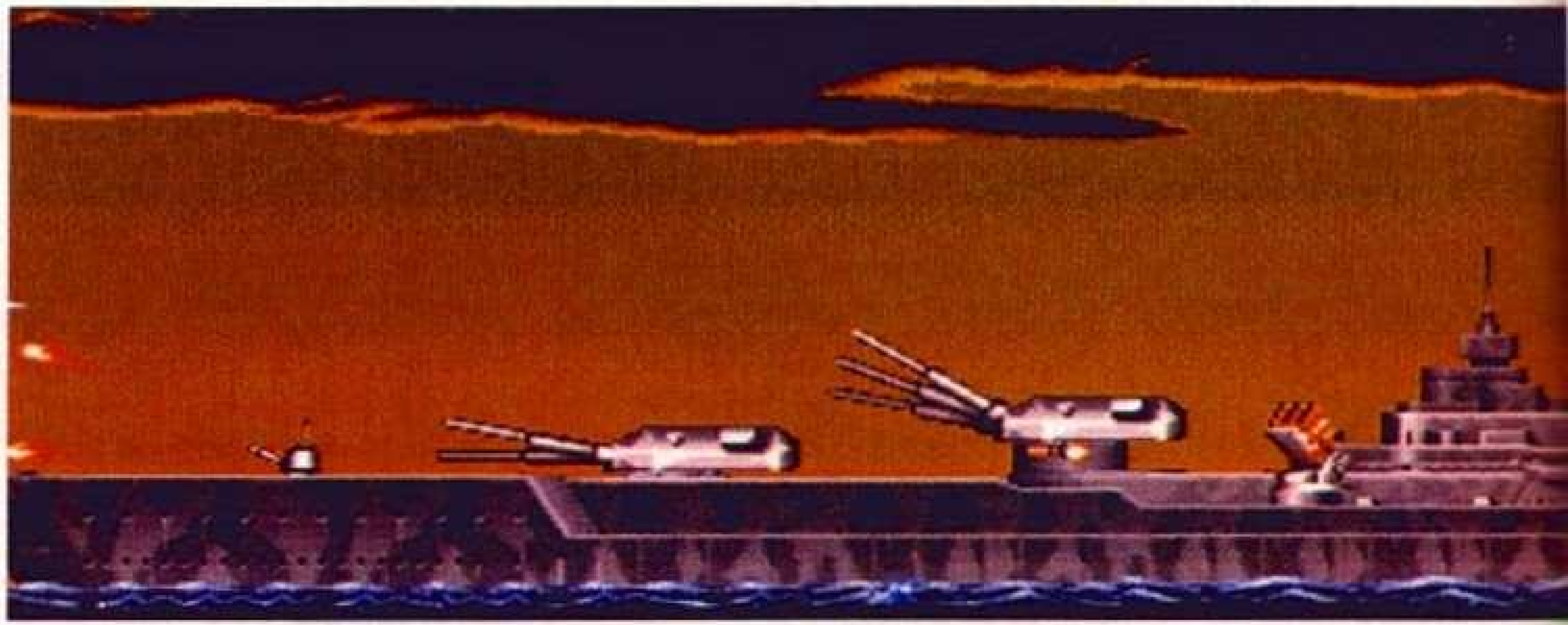
MECH
Collecting it triggers a smart bomb, wiping out all on screen enemies.



UNICORN
The squadron's symbol. It provides a shield which withstands three direct hits before disintegrating.

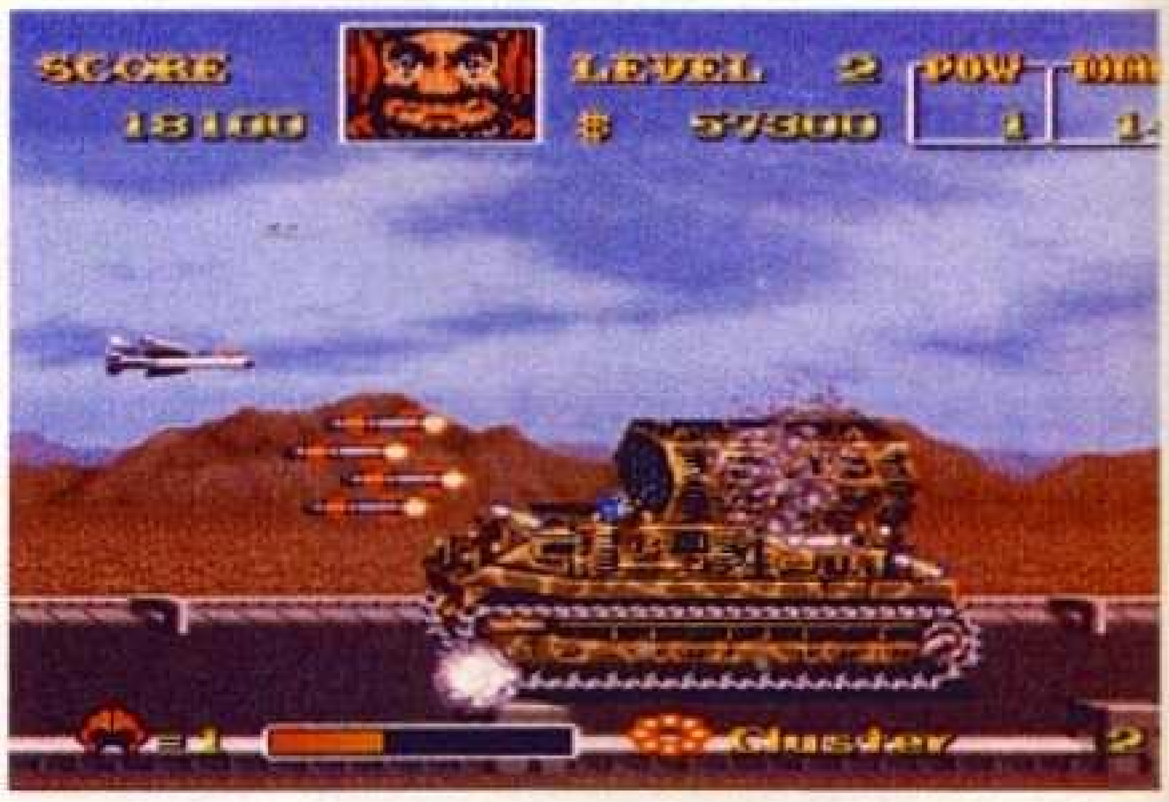
MISSION TO FAR?

A word of advice, foolish squadroneers. There are old pilots and bold pilots - but not any old, bold pilots who don't work out the order in which to take the missions. Some are just too demanding for an unequipped ship; some require specialist weapons to achieve their objectives. So start at the beginning and serve your time before heading rashly for the fortress or the battleship.



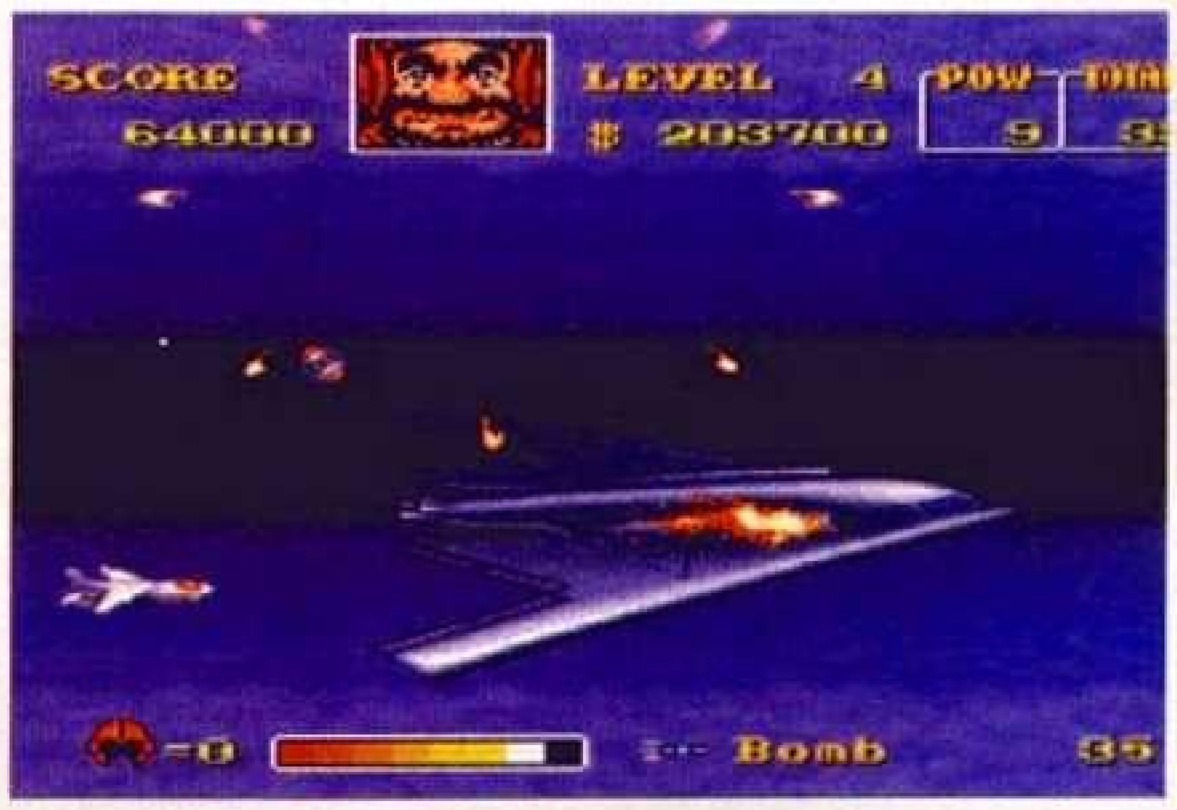
MISSION 1 -AIR BASE

"Cleanse" the base of helicopter enemies and tanks. Select bombs as a special weapon. Most of the trouble comes from the ground, so stay low and use the cannon at low levels. Save your bombs for the boss tank. Move in a crescent motion to avoid the homing missiles, and try to stay below the horizontal level of his rocket launcher.



MISSION 2 - STEALTH

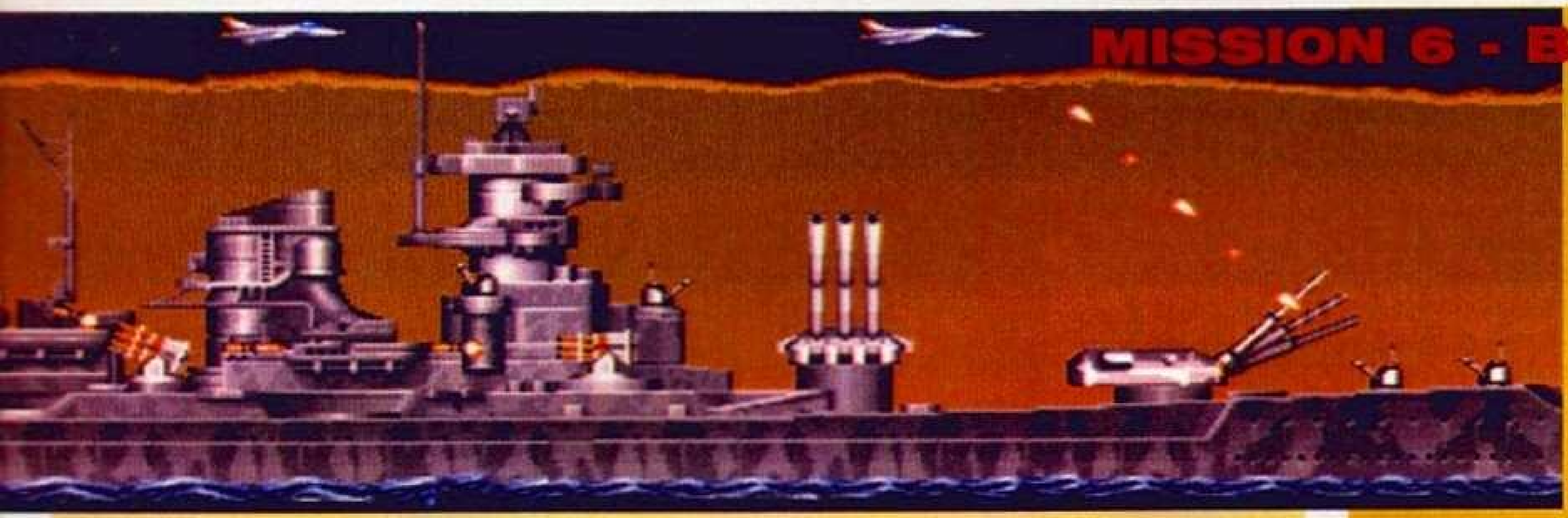
A lightning air-strike leaves you no choice - you have to intercept the Stealth bomber. Rookies should stock up with Cluster, Bomb and Mega Crush for the Stealth. During the level massive jets launch tailhooks at you. Tail them mercilessly with your vulcan gun to bring them down. The fighter formations are a distraction to this task, so take them out without drifting far from the big jets. The best tactic on the Stealth is to bomb from the top-right, otherwise the exploding mines will finish you quickly.



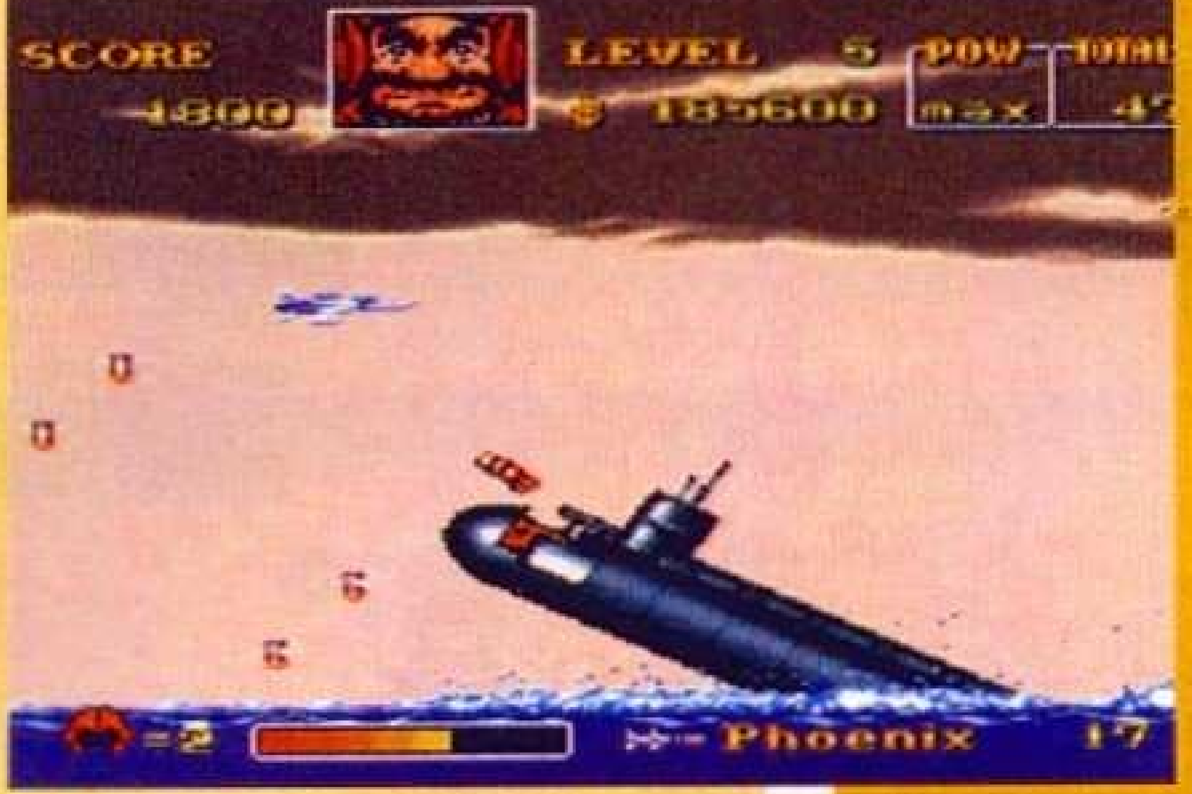
MISSION 3 -WOLF PACK

High in the clouds you detect another imminent bombing raid. The skilled pilots don't have attack patterns, so quick dog-fighting skills are essential. Carrying the Phoenix is also a must because you are under constant pressure from rear fire. Planes with normal bombs should drop them on the rear jets from the top-left corner. The bosses are three tough customers that should be softened with a Mega Crush and then finished with vulcan cannon or cluster bombs.

Phoenix
Phoenix
Phoenix



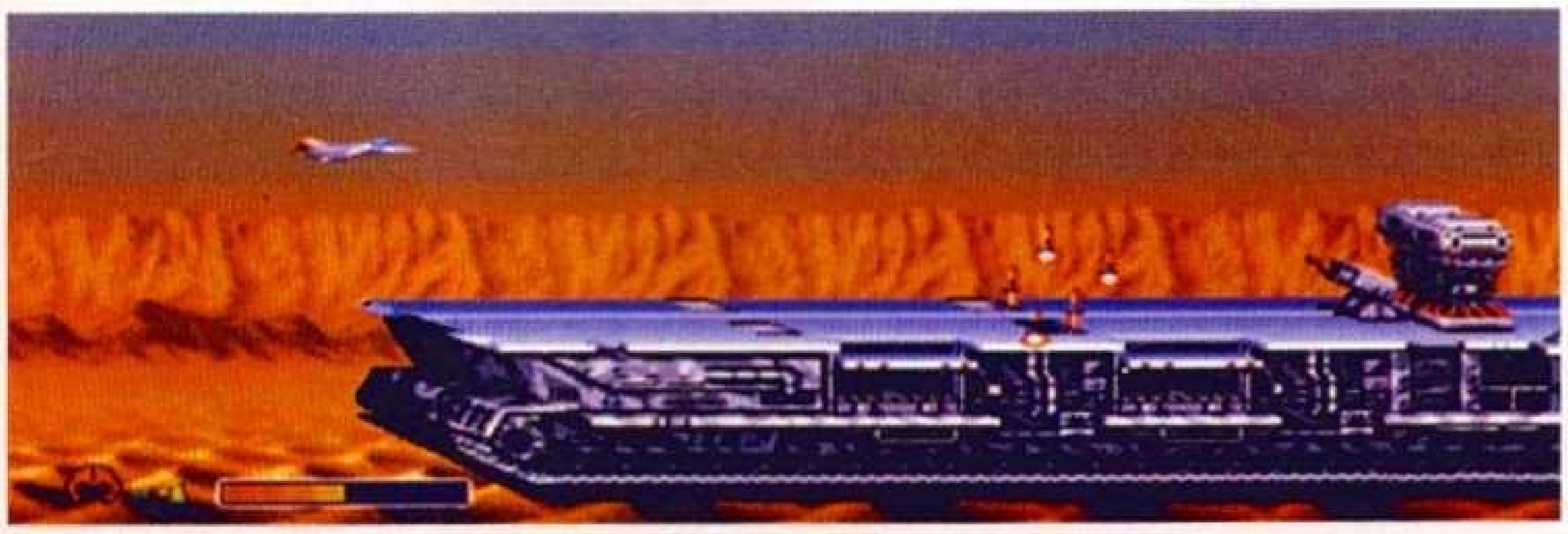
MISSION 4 - SUB



The last of the mobile attack forces, a submarinal nightmare! Sky forces are negligible, so your weapons systems should be ground aimed. The Sub attacks in predictable fashion, leaping out the water with a single spread shot, then launching vertical missiles in a hail. Avoid these, remembering they fall back to the water, and launch a bomb broadside of your own. When your stocks are used wait until the sub surfaces and come level with it. Fire at its tower, whilst avoiding the occasional front gun shots.

MISSION 5
- EASTERN PROMISE

Kick large quantities of sand in the enemies' faces in this desert escapade. A lorra ground targets make the going decidedly sticky, so ground weapons at the ready. Tanks hide in custom built bunkers, so wait until they emerge before using Falcon missiles. The large Helis are a major priority, but try to avoid wasting specials on them. Two useful pick-ups appear in the course of the level, a 'Mech' in one of the large bunkers, and a vulcan power-up near the boss. The carrier boss is seriously bad news. The retracting gun turret is the weak point. Move up past the rocket silos to drop your specials when the gun emerges.



▲ The ground Carrier trundles through the desert bent on destruction.It is armed with missile launchers and a huge Cannon assembly which pops out of the deck. This assembly is the Carriers weak spot. Hover over the deck and blast it with Bombs, and Napalm and anything else you can throw at it.

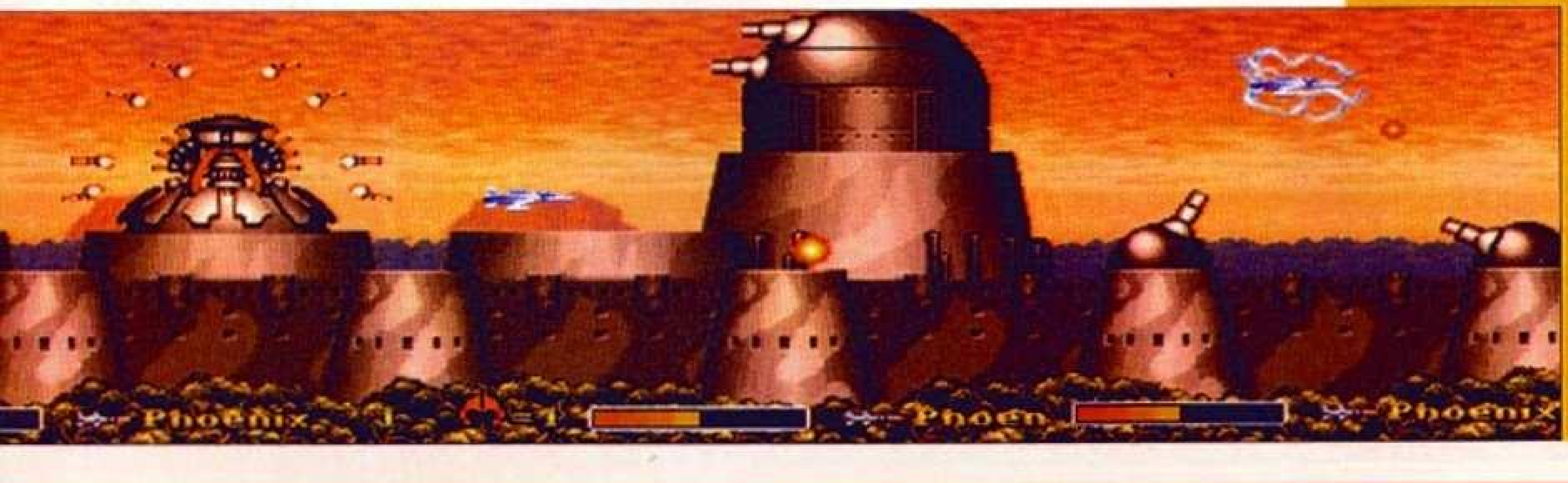
MISSION 6 - BATTLESHIP

The most useful plane to select for this mission is the Thunderbolt because it can carry bombs and Napalm, very useful for the massive boss. On the approach take a position close to the centre of the screen, as a lot of attack patterns come from the rear. The gunboats come from both directions - those travelling left don't present a challenge for your angled gun. For those travelling right, stay forward until their first salvo is launched, then nip backwards to take them out. A unicorn presents itself just before the battleship.

The battleship has tremendous power but remember its guns fire intermittently at your position. Lead them by moving far right, then dodge back as they fire. Try to Napalm between sets of big guns for maximum effect. Save a Mega Crush for the central tower - the heart of the monster. Tactics for this beast are much the same as for the fortress, down to the Yashichi to be collected at the far right-hand side.

MISSION 7
- FOREST FORTRESS

The heavy ground cover means a decent ground weapon is necessary for 'defoliation' purposes. Take Napalm if your ship can handle it. Things are pretty hectic in the air, so the Thunderbolt suits all your requirements. The flaming silos should be priority targets - approach them at low-level and use Vulcan. Don't try and destroy the missile silos - they're indestructible, so just dodge past. When you reach the fortress, approach low to avoid their fire. As you pass, rise out of their firing line and use full ground weapons. An essential grab is the unicorn which lies in the foliage just before the fortress. It should see you through the opening barrage of the big guns. Approach the fortress at a level just above the first gun. You should be able to maintain this level without it hitting you, while your shots destroy it and the second gun. Do the same with the next pair, then rise to face the large cannon. Wait until its turret retracts before skipping over. Then hit the central piece (the missile battery) with everything. Use a Mega Crush when all its missiles are launched. Then get clear for the second approach, looking out for the Yashichi at the far end. Another bout of special weapons should destroy both turrets and missile battery.



That's all the help you're getting at this stage. Using this hints should see you through to the last three levels; Canyon, Cavern and Base. The skills you've picked up will all be employed in these tough zones. One general hint to remember: take as many convoy missions as you can at an early stage to earn cash and save up for a Thunderbolt, which is the first plane worth buying.

NMS TIPS

Not content with bringing you the ultimate in player's guides, NMS also aims to bring you as many small tips and cheats as possible - after all, not every game warrants a full-size guide. However, if these pages are to be successful, we are relying on you to help fill them. If know of absolutely any cheats for virtually any Gameboy, Super NES or NES games, then drop us a line with them - who knows, you could win a prize. That said, any tips we receive which have been nicked from other mags will be filed under B for Bin, and you may end up being humiliated in front of all our readers!

So, if you have an excellent cheat for Bill And Ted, or have found yet another new room in Super Mario World, then drop us a line. Send all your tips to:

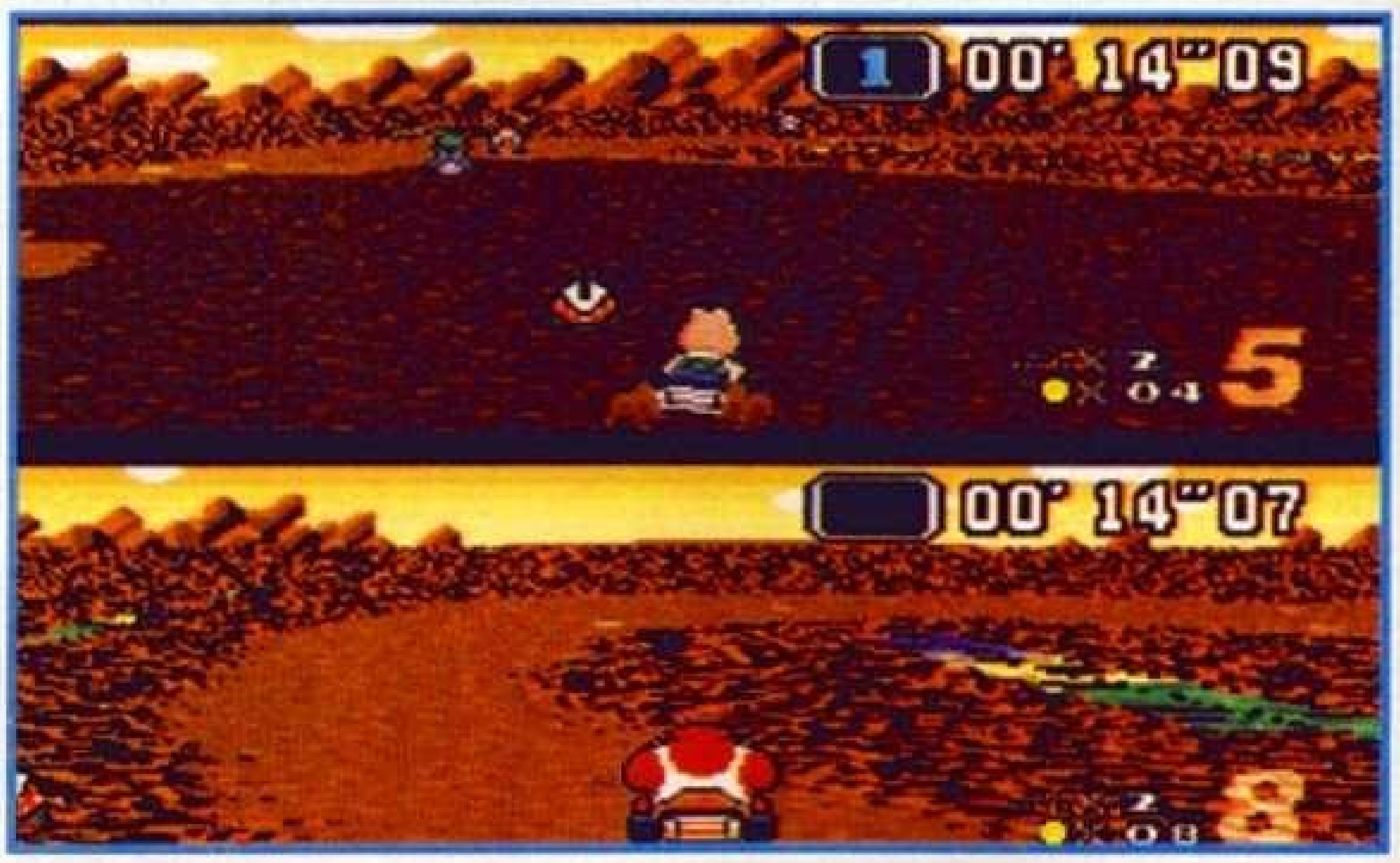
Ooh! Ooh! Have I got a tip and a half you geezers!
NMS,
EMAP Images,
Priory Court,
30-32 Farringdon Lane,
London.
EC1 3AU

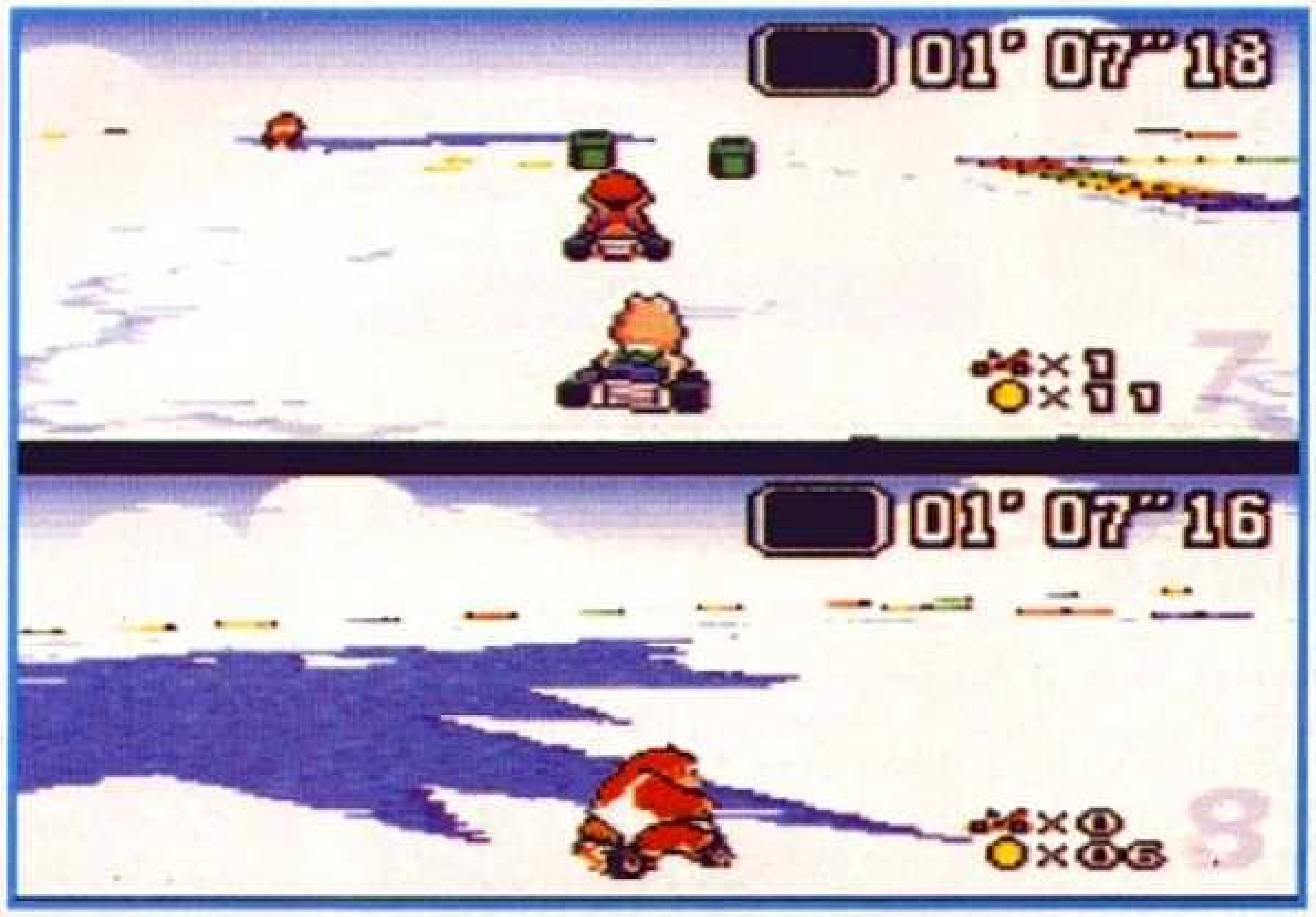
But remember, if we wanted other mags tips, we'd go out and buy copies ourselves...

SUPER NES

SUPER MARIO KART

A certain Mr Guise here, found this useful short-cut on the Ghost House 1 course. At the top end of the course, on the last bend before the home straight, there is a short-cut passage which bypasses the bend. You will see it as a narrow strip of floor jutting out into space. To use it you must pick the feather, and then select it as you approach the corner to leap across the gap to the short-cut. Astonish your opponents and race to victory!





GRADIUS 3

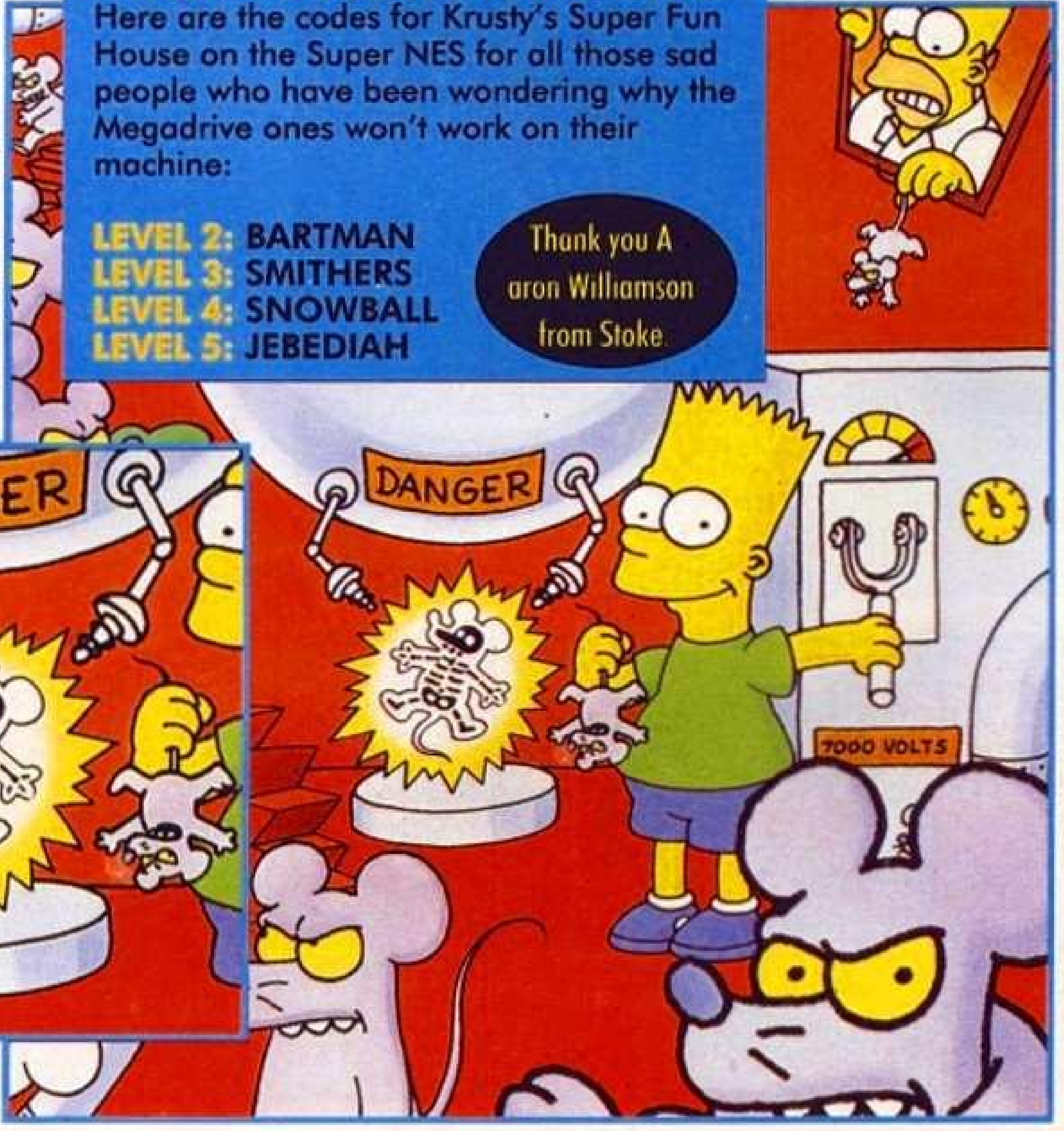
Everyone knows about the warp on level two of this shoot 'em up, don't they? However, did you know about the warps in levels three and five? Of course you don't! Joey Dobias does, and he's so-o-o kind that he's sent in their whereabouts for all to read and learn. On level three, when the screen goes dark red, a flat rock falls from the ceiling with three gun turrets on it. After you have wiped this out, go to where the rock came from and 'voila'; secret world number two is yours to explore. On level five, move right to the top of the screen after you pass the second mountain. This transports your ship to the third bonus world. Anymore for anymore? You know where to send them

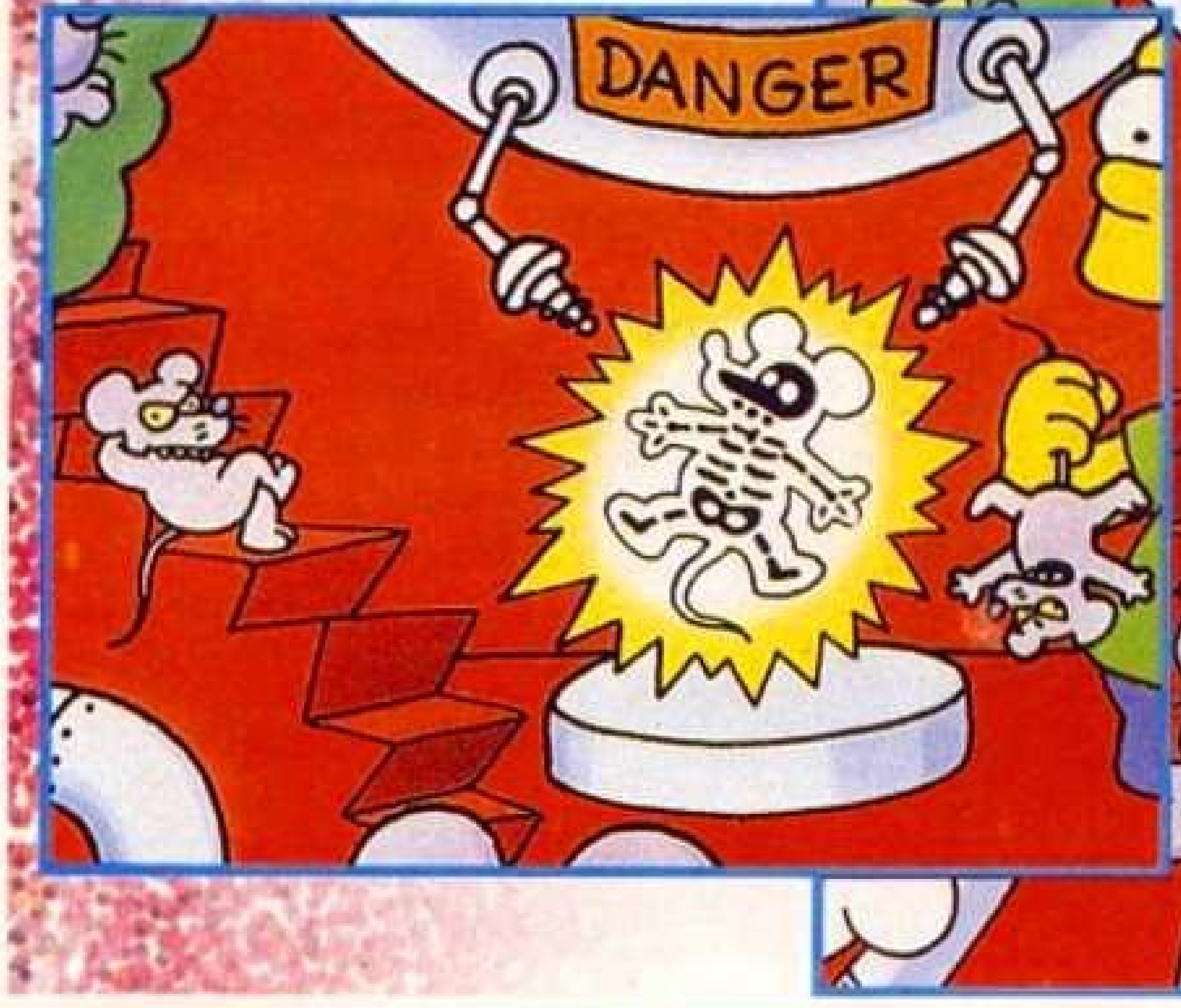
KRUSTY'S SUPER FUN HOUSE

Here are the codes for Krusty's Super Fun House on the Super NES for all those sad people who have been wondering why the Megadrive ones won't work on their machine:

LEVEL 2: BARTMAN
LEVEL 3: SMITHERS
LEVEL 4: SNOWBALL
LEVEL 5: JEBEDIAH

Thank you Aaron Williamson from Stoke

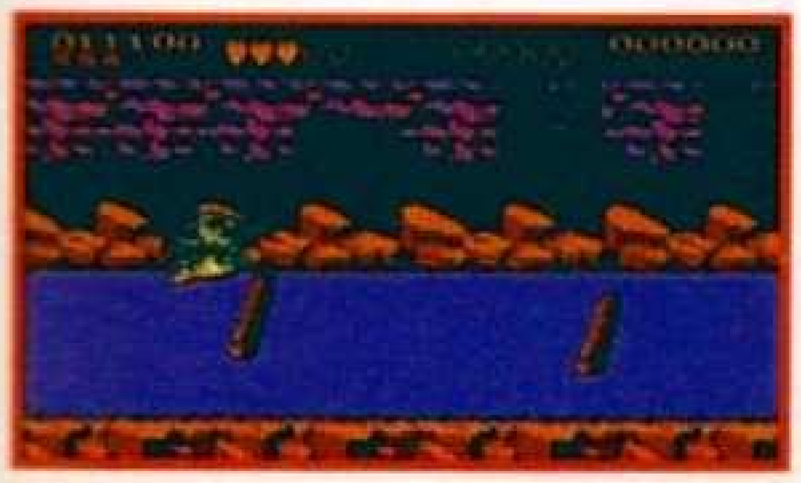




FINAL FIGHT

Iain Rosie who hails from Angus in Scotland has been wearing his special x-ray socks to discover loads of secret supplies on this well 'ard beat 'em from Capcom. After defeating everyone on the second section of the last level (the one with the palm trees) you're told to move on, do so to the bottom of the screen (and to behind the wall), and press fire rapidly while moving forward. Two diamonds and a gold bar are yours for the taking. Also there are heaps of hidden items behind the pillars just before you meet Belger. Go directly behind the pillars so that you are hidden from view and then move up and down while pressing fire to retrieve the booty.

NES



BATTLETOADS

Here's some advice from one of our number one readers for the awesome Battletoads. On level one there is a warp zone at the top of the first rock. Just walk on up there and you should find a mega warp screen! The second warp hangs out at the second half of level three. It's right before the barrier so you should be careful and hope you get the right one. Finally, there is a warp on the second stage of level six.

Want to ride the dragon during the latter half of level one? Simply grab the stick sword once you have defeated the tool worker, thwack the beast over the head and off you go. The dragon breathes fire if you press B whereas continually pressing A takes you skywards. Hurrah for Paul Marc Harvey and his pulcitudinous ruminosity!

RAINBOW ISLANDS

Alan Huntley dictates that we could all do a lot worse than press LEFT, B, RIGHT, UP, DOWN, LEFT, RIGHT and B on the title screen of this decent cutesy platform-type game. For your trouble there presents itself to you a stage select screen. The words PRESS START are just a stage practice.

MEGA MAN 3

Having completed Mega Man 3 in a mere five days, Stephen Leyland of Birkenhead in Merseyside has boldly donated, what he reckons is "the complete solution" to Meg's latest crusade. Here they are:

HARDMAN= C4 , C5 (RED)
NEEDLEMAN= C4, C5, D3 (RED)
SNAKEMAN= C4, C5, D3, F6 (RED)
TOPMAN= A3, (BLUE), C4, C5, D3, (RED)
SPARKMAN= A3, (BLUE), C4, C5, D3, F4, (RED)
GEMINIMAN= A3, B5, (BLUE), C5, D3, F4, (RED)
MAGNETMAN= A3, B5, D3, (BLUE), C5, C4, (RED)
ALL COMPLETE= A3, B5, D3, F4, (BLUE), C5, (RED)
SUPER GEMINIMAN= A3, B5, D3, F4, (BLUE), B6, C5, (RED)
SUPER GEMINI, SUPER SPARK, SUPER SHADOW= A1, A3, B5, D3, F4 (BLUE), B6, C5 (RED)
ALL SUPER BADDIES KILLED (Dr WILY'S CASTLE)= A1, A3, B5, D3, F4 (BLUE), E1, E4 (RED)

TIPS:

DR WILY STAGE ONE: Use needles to shoot the fish

DR WILY STAGE TWO: Use needles to kill the Sandman, jumping over the body parts when they fly at you.

DR WILY STAGE THREE: Use any weapon here, but the sequence to use is top, middle, bottom, bottom, middle, top, etc.

DR WILY STAGE FOUR: Use each of the robots' own weapons against them. For example, kill Hardman with a hard punch.

DR WILY STAGE FIVE: Use rush sled to reach the doctor, shoot cannon at the bottom, before shooting Dr Wily.

DR WILY STAGE SIX: Use rush to reach the platform.Aim at the head with Shadowman's weapon. Jump up to the next platform and kill Dr Wily with a top spin or spinning jump.

GAMEBOY

PARODIUS

To get all the power-ups you need on this great Gameboy title push UP ,UP, DOWN, DOWN, LEFT, RIGHT, LEFT, RIGHT, B, A, B, A anywhere in the game. "Yours tiply, Sarah Jenkins". Oh dear.

CATRAP

To get straight to the last level use the code R61H. If you find this, or any other level, to be too much just hold down SELECT, START, A, B and the level is automatically completed. Who is responsible for this? Why it's none other than Russell Bridgeman from Middlesex.

CHOPLIFTER 2

Virginia's answer to the GamesMaster, Paul Hulcup, deigned it his duty to enlighten the world with these codes for this ace oldie-but-goldie conversion:

1-2: SKYHPPR
1-3: LKYBYSS
2-1: CHPLFTR (or STWRTHL)
2-2: BYMSFWR
2-3: RGHTHND
3-1: GDGMPLY
3-2: TRYHRDR
3-3: SPRYSKS
4-1: CMPTRWZ
4-2: CHPYBYS
4-3: VRYHPPY
5-1: GMBYQZD
5-2: LVLYTYZ
5-3: GDDYGMZ

THE ADDAMS FAMILY

Dominik Diamond's long lost brother, Neil Diamond (hey, didn't he used to be a singer?), has sent in these tips, hints and cheats for this ooky spooky game.

BATS: Wait until the bats are flying low and then throw two knives at them. Apparently, the feeble creatures still die even if you miss. You don't even have to jump to avoid them.

GHOSTS: Simple. Walk away from them, turn around, jump and then quickly throw a knife. The ghosts fly off the screen out of your way.

SPIDERS: Time your jump so that it's possible to jump onto the spider before it jumps into you. This stuns him and allows you to chuck a couple of knives to kill him.

MICE: Use the same technique as with the spiders. Mice are much easier to kill.

RESCUE GRANNY: Rescue Granny first. Go down to the first cellar that you come to. Kill everything and then go to the far right to collect a heart power-up. Go to the far left of the cellar and collect the potion, before entering the door with the arrow above it. If you go back into the cellar, the power-up has restored itself. Go back into the other room and find a black door. Granny is behind this being held prisoner. To defeat the boss presiding over her, go to the top-left platform and throw a few knives at him. Jump over him as he comes towards you and wait on the top right platform. Repeat this process until he dies. Granny rewards you with hot coals to throw to replace the knives.

RESCUE PUGGSLEY: Go to the top floor of the house. Go right until you get to the Toy Box. To defeat the giant Teddy-bear, go to the very top platform and wait until he is at the left of the screen. Jump down behind him and throw the hot coals at the back of his legs. It only takes a few hits to blow him up. Puggsley is so grateful that he gives you some building blocks to help you.

ABOUT THE CELLAR: Don't take the Vampire Potion. It only makes you clumsy because it speeds you up. It wears off when you reach the boss anyway.

ABOUT THE TOY BOX: Some of the blocks you stand on disappear leaving you to plummet onto spikes. Jump as soon as you land on them. Also feel free to launch hot coals at everything that moves because you don't need many to dispose of evil Ted.

GENERAL TIPS: Go to the top of the roof because there are power-ups there along with potions. Also if a ghost tries to sneak up from below, just stand where you are and the ghost dies at your feet. Also, if you have exactly one energy heart left, pause the game hold down B, A, and SELECT at the same time and quickly press START again. All your hearts should be restored to full.

SLAM
WRESTLE MANIA
HULK
ON OF DOOM

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SUPER NINTENDO
WRESTLEMANIA
STEEL CAGE
GAME BOY

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SUPER GHOULS AND GHOSTS PLAYER'S GUIDE

Once again, the love of Arthur the Knight for the Princess Prin Prin has been diabolically challenged. On the eve of their marriage, the evil demon, Samael, had the princess kidnapped so that he could have her to himself before summoning a spell which left Arthur's most treasured and beautiful kingdom shrouded in darkness; the inhabitants turned against him. Thus, if good is to be restored to the land and the marriage to continue, Arthur must rescue Prin Prin and destroy Samael. Our hero's dexterity with weaponry and his deep understanding of the ancient magic that helped to create his kingdom is about to be put to the test.

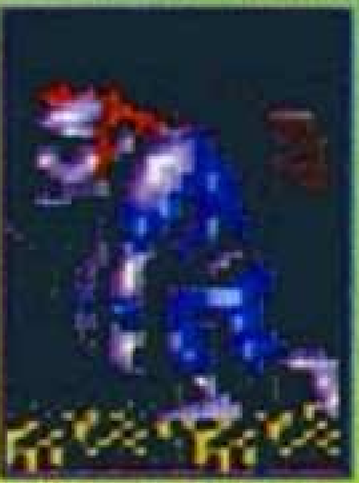
THE GODDESS' BRACELET

Exhausted and shabby, the heroic Knight Arthur defeats the final gate-keeper of the tower in which the Princess is held captive. Hurrah! Imagine his surprise when he learns that his mission is only half completed. For Arthur is set the unenviable task of returning to where he started and seek the Goddess' Bracelet, a magical trinket which gives the user the power of good over evil. It is the only force powerful enough to defeat Samael, and he remains be beaten if Arthur is to win the Princess back. Off you go then...

SUPER GHOULS 'N GHO

BESTIARY

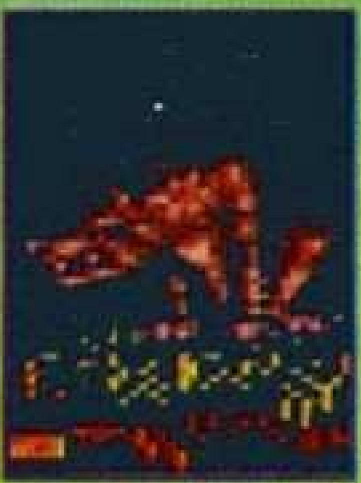
Zombies:



Are the first creatures who try to thwart Arthur's heroic rescue of the fair Princess. They rise from the ground in huge black coffins and, slowly but surely, track their victims down. Avoid floating coffins to prevent unwanted undead landing upon Arthur's head.

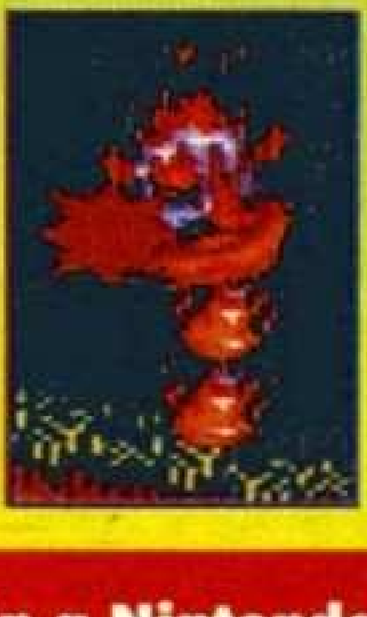
Hell Hounds:

Perched atop the huge stone lanterns and grassy knolls, these starving Hell Hounds await. To avoid becoming their next meal either wait for them to leap, then attack as they land, or attempt to take them out before they notice Arthur's presence.

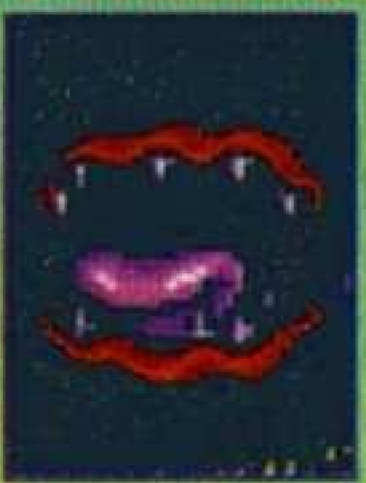


Flaming Skulls:

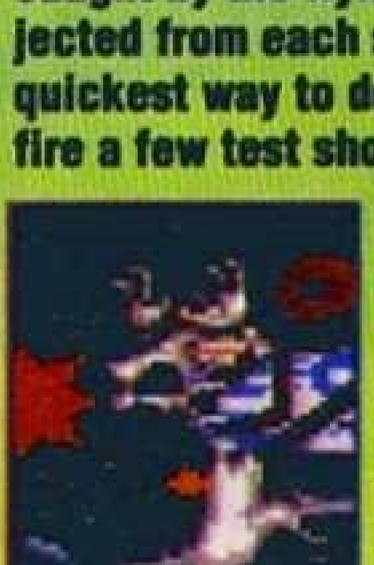
Inconspicuous skulls suddenly rise from the ground balanced upon a spectral, fiery spine. Guide Arthur to a safe vantage point and attack. Alternatively, jump into the air and fire. Either way they don't take long to defeat, but be sure to take care with the fireballs. It is possible to trick the Flaming Skulls into firing low if Arthur crouches, at which point he should leap and let fly with a number of direct hits.



Phantom Clams:



These await our hero as he makes his way across the tidal wave section on route to the Cockatrice's lair. Good timing is essential if Arthur is to avoid being caught by the flying eyeballs projected from each shell's mouth. The quickest way to deal with them is to fire a few test shots prior to their opening.

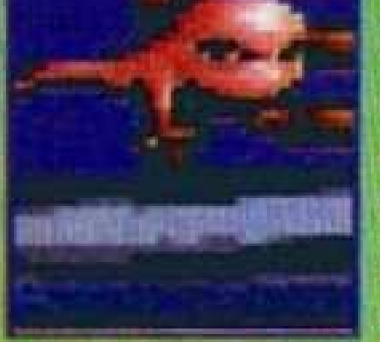


Ghosts:

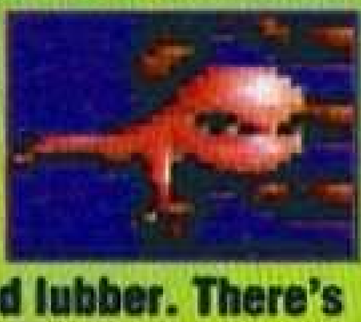
If Arthur spends too much time in one place, these spectral visions turn into wailing ghosts, closing in on Arthur with the intention of recruiting him to their ranks. One hit is all that is needed to disperse them, though.

Mimics:

Pink imps which sleep in abandoned chests. Should they be disturbed, they become angry and seek to kill whoever is guilty. Kneel to make sure Arthur doesn't miss when the Mimics venture from their chests.



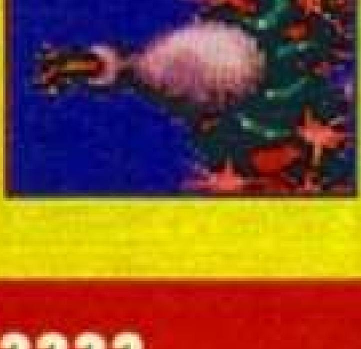
Piranha Fish:



Deadly sea-faring foes that wait patiently in the waters to make a sudden attack on our armour-clad land lubber. There's little chance of avoiding contact without using skillful leaps, so Arthur's best option is to fillet them before they get too close.

Sea Anemones:

Stick to the spiked, pink coral encrusted pillars of the sea and spit starfish at Arthur. Double jumps help to catch them unawares, as does a sound knowledge of their positions so that Arthur may dispose of them just before they appear.



SHIELDS

Though there are no occasions where the use of a shield is vital, they still save the valiant hero from death should the situation arise. Here are descriptions of both shields and their relevant uses.

Moon Shield: This tan-coloured standard shield is the basic accessory to the golden armour. It protects Arthur's armour from one hit before being shattered to pieces. Subsequently, Arthur has two chances before losing his life.

If Arthur is attacking, though, the shield is no use at all, so a touch of strategy is called for. The Moon Shield offers no protection against magic.

Sun Shield: The blue-coloured shield is the ultimate cover available. It offers the same protection as the Moon Shield but also resists the magician's magic spells.

Flying Fish: Are visible swimming in the distance as the swelling sea causes Arthur's raft to rise and fall. Once in full view they harass Arthur by spitting globules of sea water in an attempt knock him into the murky depths. They're easy to get rid of with just a couple of careful shots.

Woo: Behave differently, depending on their location. In the volcanic caverns they breathe fire, whilst in the frozen wastes they exhale icy-cold air. Wherever Knight Arthur encounters these fearsome were-creatures he is stalked with slow deliberation before being roasted or frozen to the bone. Try to draw the Woo's fire by leaping or ducking then fire repeatedly. This stuns the Woo and prevents it from attacking, thus making killing them much safer. Rapid fire weapons are the most effective against the Woo and the dagger is Arthur's best option.

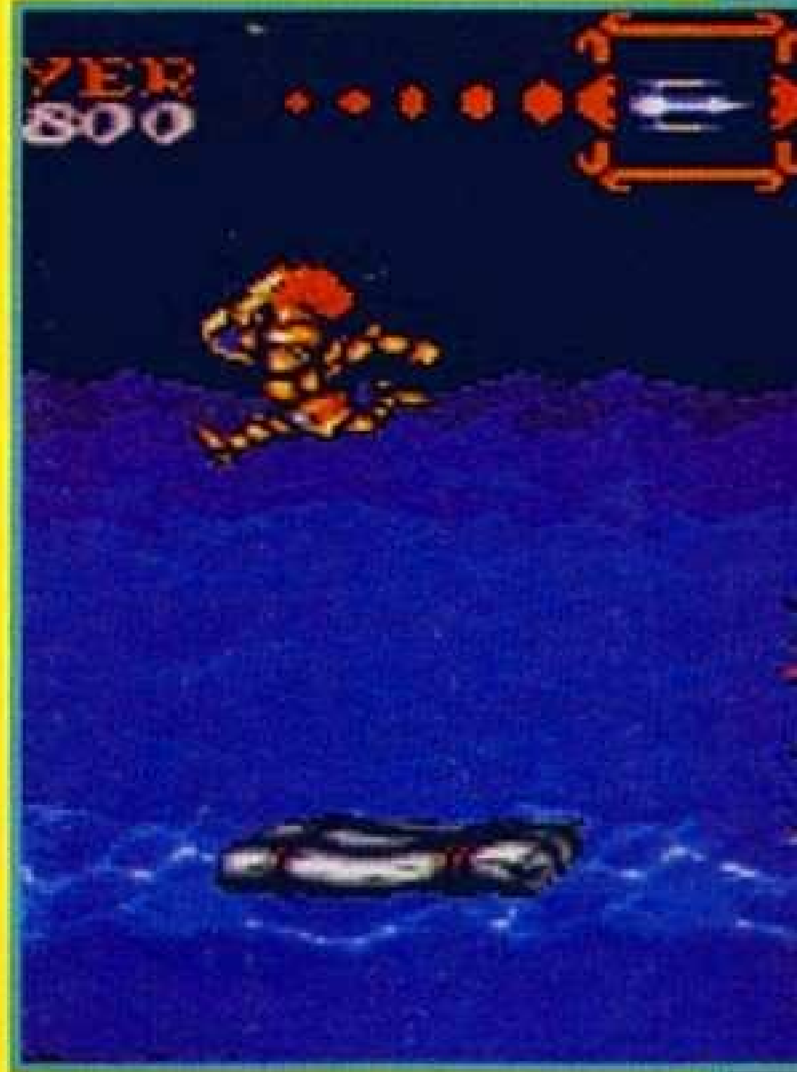
Fire Imp: The only predictable trait of these thoroughly frustrating, fiery fairies is that they like to make sudden dives onto Arthur's bonce. They are very good at knocking our goodly Knight from precarious perches and give no end of aggravation to the inexperienced crusader. Basically, just fire away until they have all been killed.

Red Arremer Ace: Without doubt the most cunning and infinitely frustrating of all ghouls. The Red Arremers act as guards in levels three and five, whilst Samael's castle acts as their stronghold. Like the fire imps, these winged creatures' forte is to swoop down and crash into our hero. Although they're quick to kill with magic, Arthur's best hope of surviving the terror of a Red Arremer attack is to get the crossbow and try to trap them between the arrows. If, on levels three and five (the volcanic cavern and the frozen wastes), Arthur's situation looks desperate against the crimson one be sure to make a dash for the second stage of the level (the revolving towers or the crystal caves). The likelihood of survival is still slim but, should he die, Arthur starts at the beginning of the second stage minus the Red Arremer who has mercifully returned to his post at the end of stage one.

Vampire Bats: Troublesome tenants of the rotating towers. They're not so much cunning as clumsy and fly about without due care and attention and get in the way. Take care when jumping onto the floating platforms as their favourite trick is to fly on screen at precisely the point that Arthur makes his leap.

Hob Goblins: These spear-toting assassins drop from the sky in an attempt to impale our hero. Arthur's attention should be firmly fixed high above his head to prevent a severe headache on the last two towers of level four. Once again, the rapid fire weapons are the best defence and so the dagger or the crossbow, in it's basic form, are the most effective tools here.

LEAPS AND BOUNDS



Arthur's special double-jump enables him to fly across impossible-looking gaps and reach those daunting heights - not to mention secret chests and hefty bags of cash. Mastery of the double-jump is essential if Arthur is to rescue Princess Prin Prin and defeat Samael.

WEAPONS INVENTORY

The love for a Princess is sadly not enough to save her from the clutches of evil. For most situations, the dagger is definitely the best weapon to use with the the crossbow coming in a close second, and the lance third. Here is the full inventory:

Lance: Arthur's first weapon. Not at all bad when compared with something like the the axe, but it's slow to fire because of its size. When wearing the bronze armour, the lance is enhanced with the addition of a fiery coating.

Crossbow: Perhaps the best all-rounder, it is especially useful for the last two levels of the first part of Arthur's quest. Excellent for taking out airborne attackers but most notably useful for disposing of Asutaroto and Nebiroth (the two fire-breathing giants) as Arthur is able to aim at their heads with ease. Once powered up, the crossbow becomes three, flaming homing missiles. Be wary of this weapon, though, because Arthur is unarmed until all three fire brands have found a target. There is nothing more frustrating than being surrounded by ghouls as Arthur waits for a single flaming arrow to meet its mark.

Dagger: In the majority of situations where Arthur encounters a nasty, the dagger outshines its competitors with its incredible speed and associated destructive power. Once charged by the magic suits of armour the dagger becomes even more formidable by advancing to lightning spears that zing along at a rapid pace causing almost twice the damage. Easily the best weapon available to Arthur and by far the most trustworthy.

Scythe: Looks are often deceiving and the scythe is deceptively powerful yet unbearably useless. The scythe scores two hits but only one is thrown at a time. The boosted version of this piece of junk is noisier and more impressive to watch yet equally clumsy.

Axe: Extremely feeble in its basic form, the axe is definitely one for Arthur to avoid. The consequent powered-up version from the magic armour is more laughable still. Although extremely powerful, this spinning travesty of a safeguard behaves like a drunkard bat and careers everywhere and anywhere except the place Arthur intended it to go. Sacrifice a life to avoid this one, if necessary.

Torch: On the first stage of level one, the torch proves itself as being extremely useful indeed. After that, though, Arthur should avoid its use. Its ability to deal with attacks from above is minimal to say the least, but when powered-up it leaves a pool of fire which kills anything that walks into it.¡

Sai: This three-pointed weapon takes time to master but is particularly useful. The Sai become Shuriken when wearing the bronze or golden armour.

ARMOUR

SPOTTED BOXERS

Hilarious as it may seem, dashing about in a pair of flimsy boxer shorts proves extremely hazardous to Arthur's health. It's imperative that Arthur finds protection quickly because a hit now means instant death. Weaponry is at the same strength as if wearing the steel armour.

STEEL ARMOUR

Arthur begins his quest wearing this. Standard protection and standard weapon power, yet nothing to be sneered at. Although nothing special, the steel armour allows Arthur to withstand one hit whereupon his armour flies off. This 'one-hit' system applies to the other armour, too.

BRONZE ARMOUR

The first improvement over the standard steel suit. Wearing the bronze armour raises the standard of weaponry but offers no more protection than steel.

GOLDEN ARMOUR

When Arthur wears the golden armour he is endowed with the power to call upon the might of ancient magic for protection. Resplendent in the precious metal, Arthur is still susceptible to damage but looks better getting there. The goodly knight is also provided with a shield as an accessory to his hip outfit.

MAGIC

A useful tip to learn is that, when Arthur's fist is raised to cast a spell, our hero is invincible. Therefore this is an excellent form of protection. Secondly, the charge up time is much quicker when Arthur is carrying a shield, so it pays to hold onto it if Arthur is to sustain a barrage of fast and furious magical assaults.

Lightning *(Lance)*: A deadly electrical charge flows through Arthur's body and then strikes out at the surrounding nasties in dynamic style.

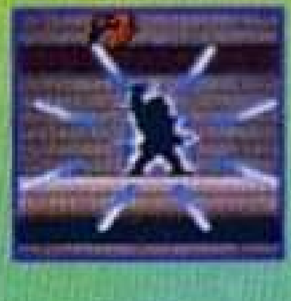
Mystical Dragon *(Dagger)*: Arthur unleashes a dragon of magical blue fire which circles the screen, hungry for a ghoul or two.

Finder *(Crossbow)*: Learning the locations of all the hidden chests is made simple with this invisible, magical detective. The air crackles with energy as any hidden chests are forced from their hiding places.

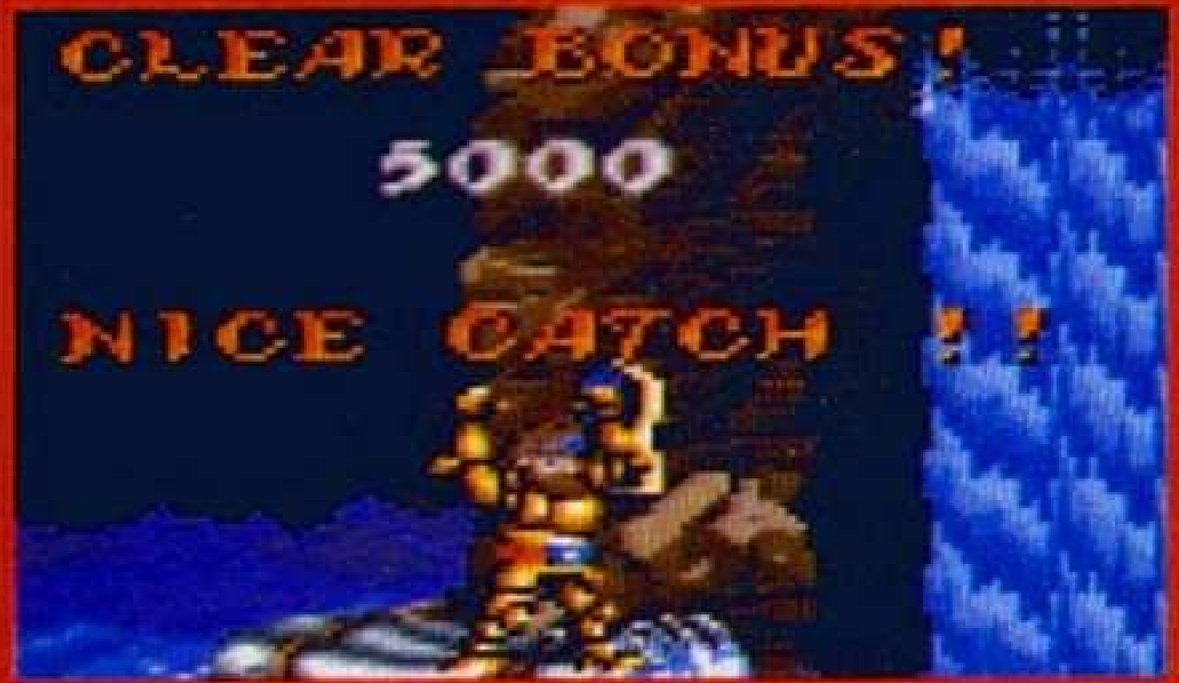
Magic Orbs *(Torch)*: Circle Arthur, providing protection and destroying all in their wake.

Tornado *(Scythe)*: Devastating swirling blasts of air whirl towards the enemy and blow them to their deaths.

Plasma Burst *(Axe)*: Shoots beams of light into the dark souls of Arthur's foes, destroying them in the process.



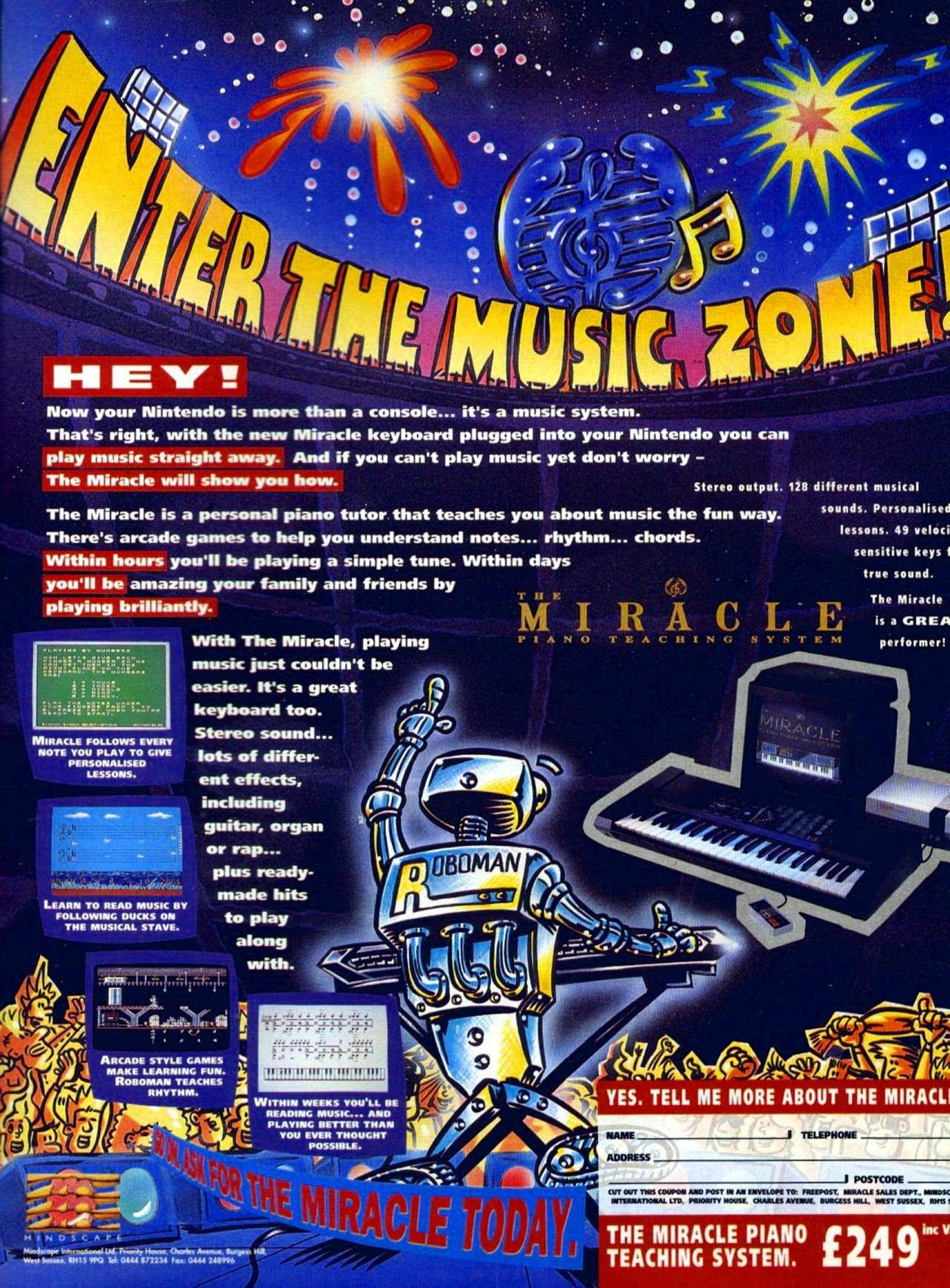
Atomic *(Sai)*: A massive explosion which tears into anything that gets in the way.



NICE CATCH

When Arthur reaches the end of a stage, the Gate Keeper drops a key to the next level which Arthur takes to clear the stage. Arthur earns a bonus for a 'Nice Catch' by simply holding UP on the D-pad and getting beneath the key as it falls. If it looks like he is unable to get there in time, wait until the key has fallen to the ground then jump onto it with the D-pad pressed UP to achieve the same result. This works every time.

Stuck in a Nintendo game? Call the official hints and tips Hotline on 0703 652222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Little Nemo

the DREAM MASTER

Players Guide

NEMO'S HOUSE
3
0
LIFE

The main criticism with the new platform game they call Little Nemo is its frustrating difficulty level thanks to the fiendish layout of the levels. So, those of you with copies of this game who wish to get the most out of it (instead of messing around on the first level for all time) should find this guide to the first half of the game more than useful.

CLOUD RUINS
0
0
LIFE

TOPSY-TURVY
3
02
LIFE

GENERAL STRATEGIES

If you use your candy to stun enemies, be ready for them to start moving again at any time, a better strategy is just to avoid all the enemies completely - especially as they are still dangerous to touch when stunned.

If you get stuck and can't find your way through any level, use the creatures to give you clues as to where to go. For instance, moles generally mean you should start digging to find the exit.

If you have a rapid-fire joypad, switch it on when using the hornet, making flight much easier.

There's no time limit, so take each level slowly. Take your time to explore each stage thoroughly.

YOUR PALS

FISH: Swim through the ocean with the aid of this scaly chap.

FROG: Hops around like the slimy amphibian he is.

GORILLA: Climbs trees and punches nine bells out of enemies.

HERMIT CRAB: Burrows into sand, just like the real thing.

HORNET: The hornet has a strong pair of wings and a powerful sting.

LIZARD: Squeeze through small openings with this reptilian wonder.

MOLE: Burrows through the earth, but can't climb anything.

MOUSE: Knocks down walls with his tiny hammer (as all mice do).

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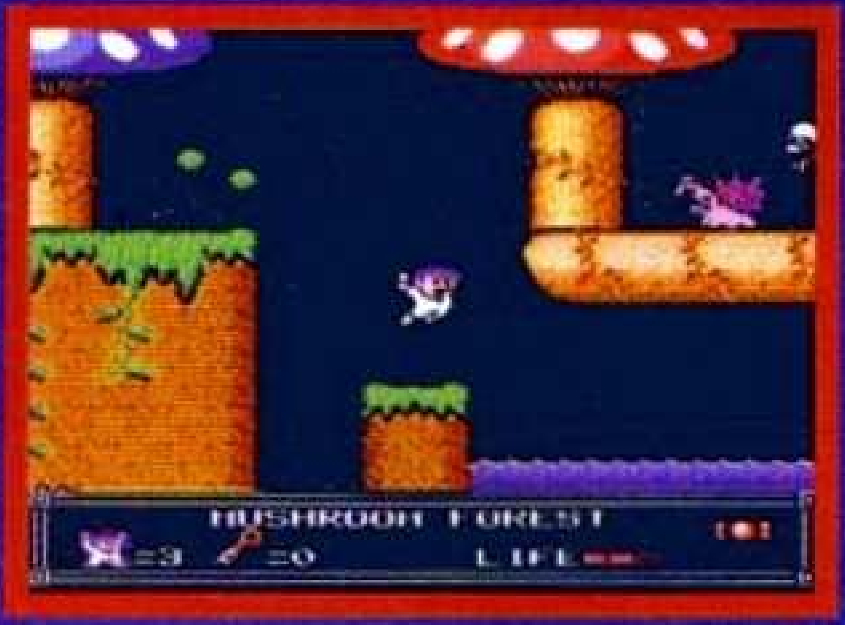
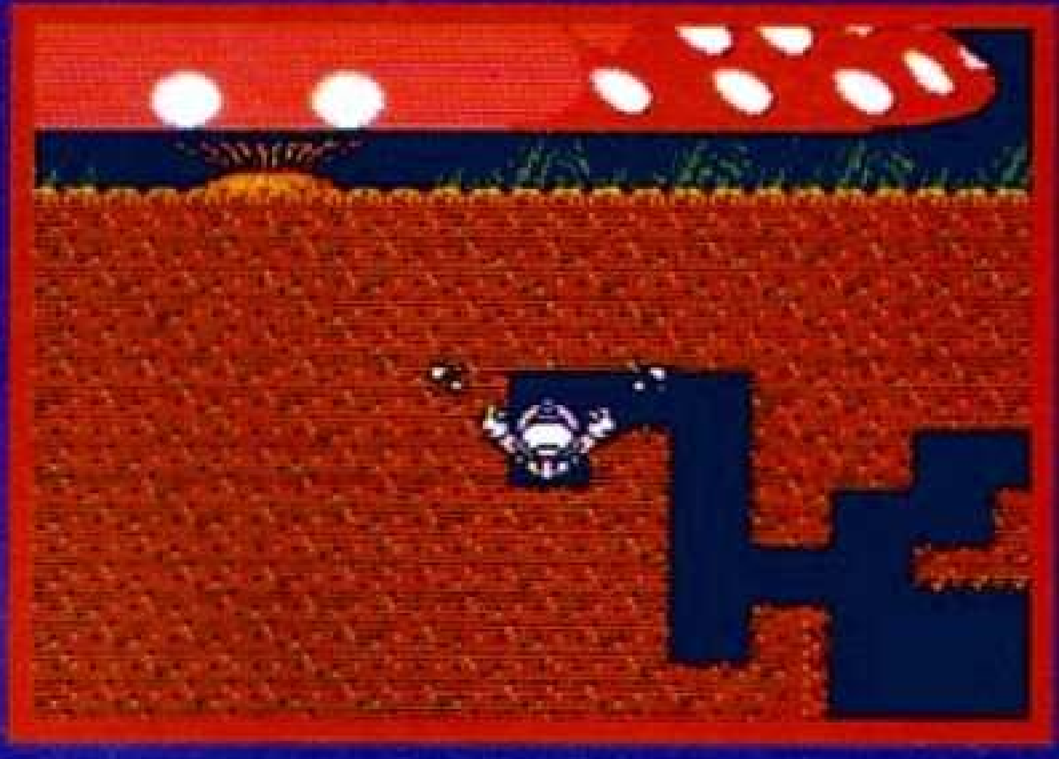
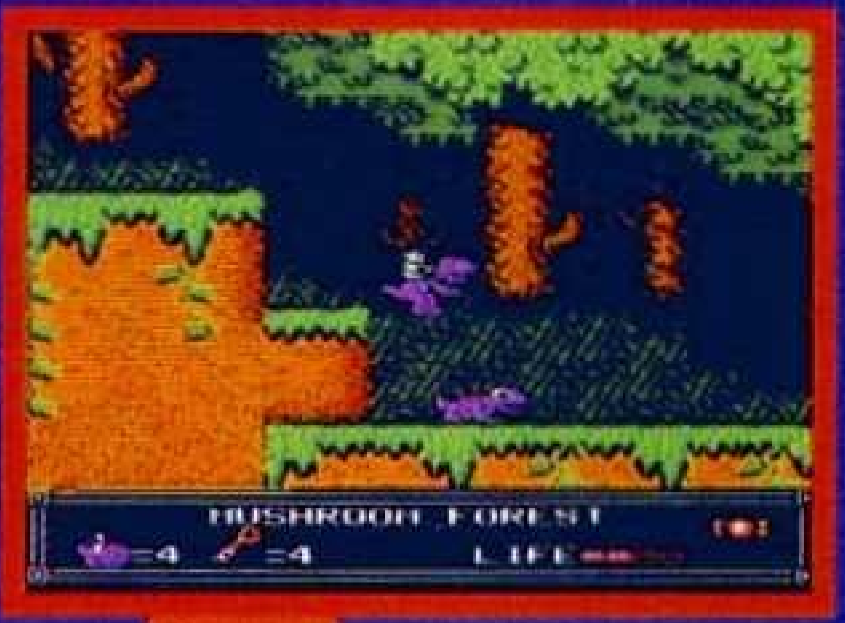
M
PRESS FOR ACTION

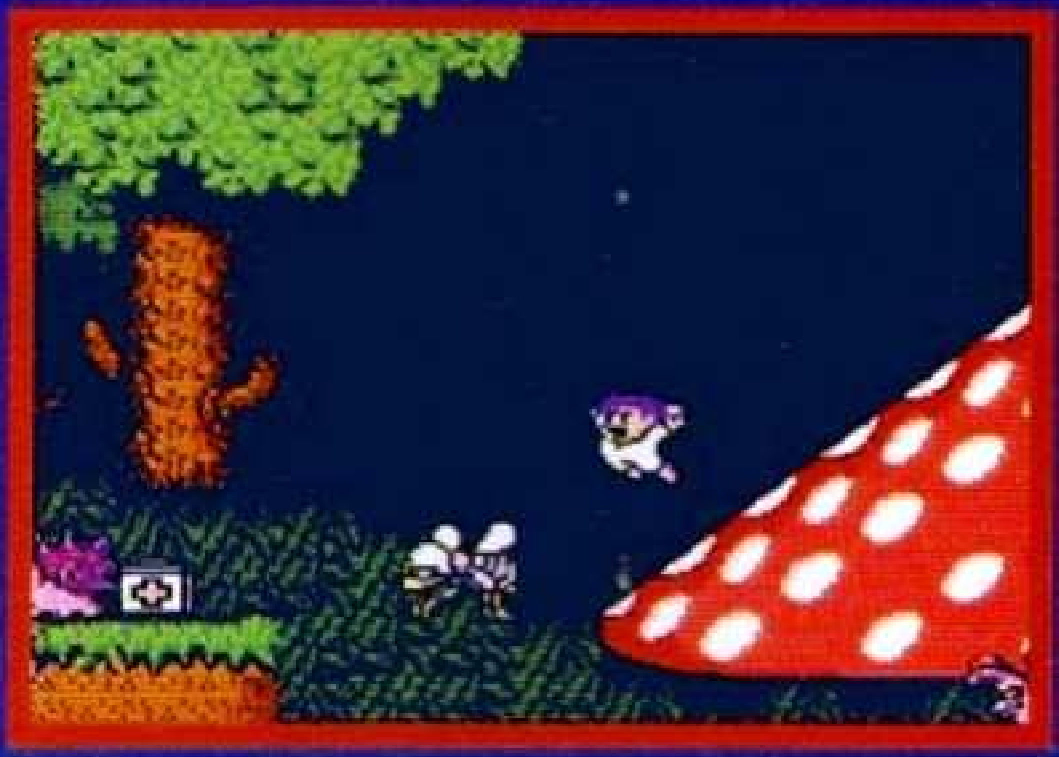
LEVEL ONE

Head right and jump up onto the red mushroom. Keep going until you find the frog. Feed him three pieces of candy and transform into him. Hop up the small mushrooms until you reach the large mushroom at the top, hop over on the top of the blue fungi, now jump up to collect your first key. Continue right until you reach a grassy ledge and jump onto this. Leap onto the blue mushroom at the top of the ledge and jump again for another mushroom. Grab it and go right, falling down the next ledge. Nab the first aid kit a little further on, now leap on to the huge red mushroom and keep hopping up. Jump at the top for your third key, then run down the other side. When you reach the bottom, turn back into Nemo, feed the mole and turn yourself into the furry chap. Dig straight down into the dirt to find key four. Now dig left until you can dig no more, then head down so you fall on the fifth key. Dig down until you fall into the passage. Turn back into Nemo and feed the lizard. Take the 1-UP and ride the lizard out of the passage, reappearing at the top of the huge mushroom. Walk down to the right of the mushroom, get off the lizard and feed the mole again. Dig down and right (as mole). Dig into the tunnel and turn back into Nemo, and use the first aid box. Feed the frog at the end of the tunnel and use him to jump from ledge to ledge on the waterfall. At the other side of the waterfall, revert into Nemo, feed the lizard and get on his back. Climb the ledge above you up and left for a healing potion and the final key. Climb back down and keep walking until you reach a door with six locks, which your six handy keys unlock. Hurrah! The first dream is over.



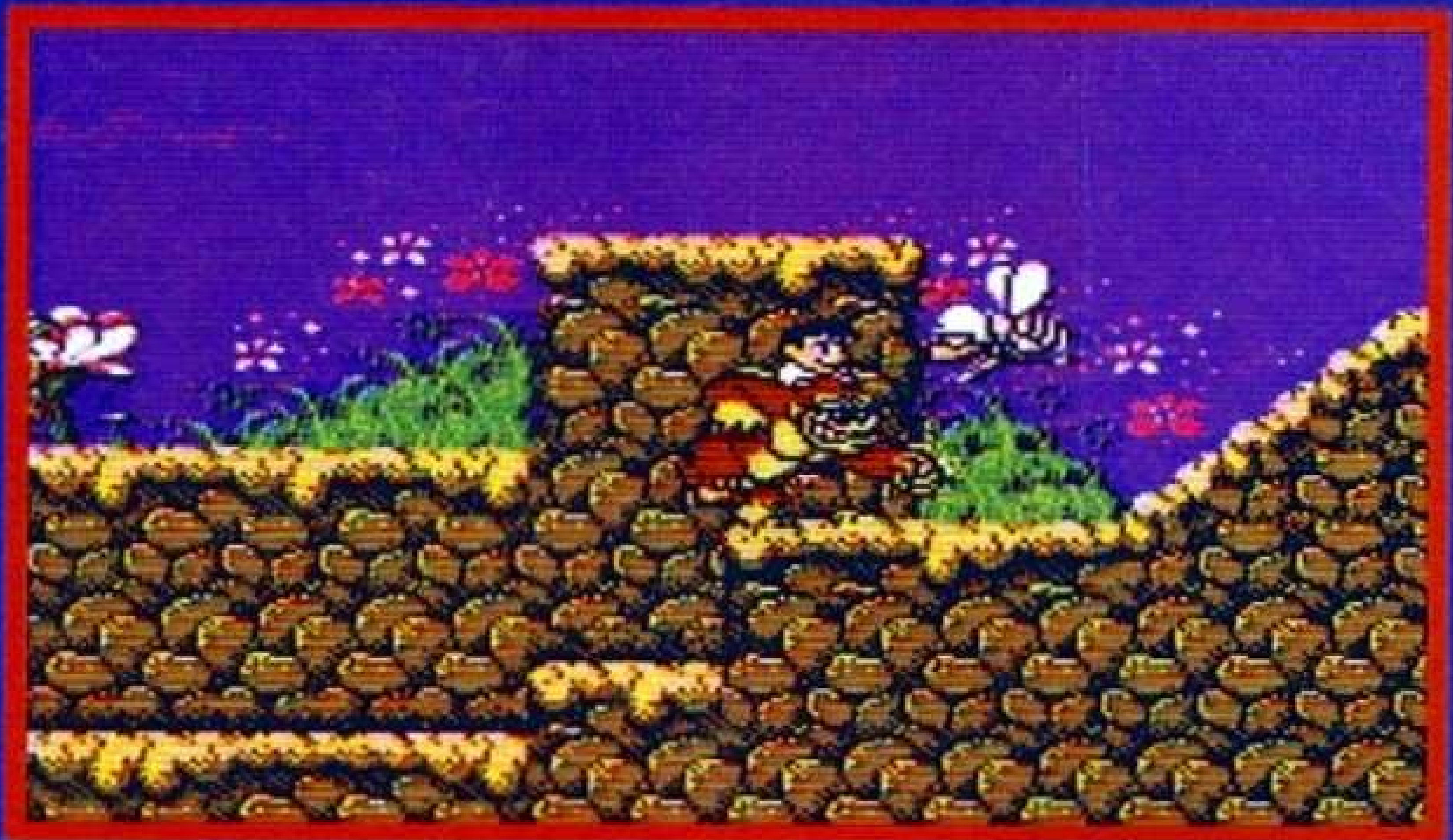






LEVEL TWO

Walk right until you find a pond, jump in and swim down to Oompi's Secret Tunnel. Talk to him for a handy clue. Walk to the right to exit the tunnel onto the other side of the pond. Walk right. Jump onto the ledge you encounter and feed the friendly gorilla. Ride him onto the ledge and to the right. Jump over the small passage to reach the tree. Go to the left of the tree and climb all the way off screen. A healing potion is placed next to the tree limb. Jump onto the limb quickly and avoid the (nigh-impossible to avoid) Float Fiend. Climb up to the next limb for another healing potion then climb to the top of the tree. Get off the gorilla and get onto the lizard (which Oompi told you about). Walk on top of the tree and leap to grab the key. Climb back down the tree, run left past the porcupines until you reach the small passage. Go inside on the lizard and feed the hornet, turning into him at the earliest opportunity. Only fly in short bursts to conserve energy. Fall off the ledge and start flying immediately. You should just touch the key down there and fly back up before plummeting off the bottom of the screen. Land on the ledge, replenish your energy then fly up and right. Land on the ledge with the healing potion, rest, fly up and collect the next key then fly right. Become Nemo when you reach the water. Jump in, and swim right. Turn down at the appropriate waterway to the hidden tunnel. Go right, leap over the pits and grab the 1-UP and the key therein. Keep going to the right, jumping over the pits just after the rocks have fallen. Jump into the pond and swim left. A hornet awaits on the left edge of the pond, feed him and use him to fly to the right, resting on the large flowers wherever appropriate. Fly right up between the second and third flowers for a key, then continue right. Feed the lizard at the end of the water, walk right and jump into the tree for the final key. Leap right and keep going until you reach the door.

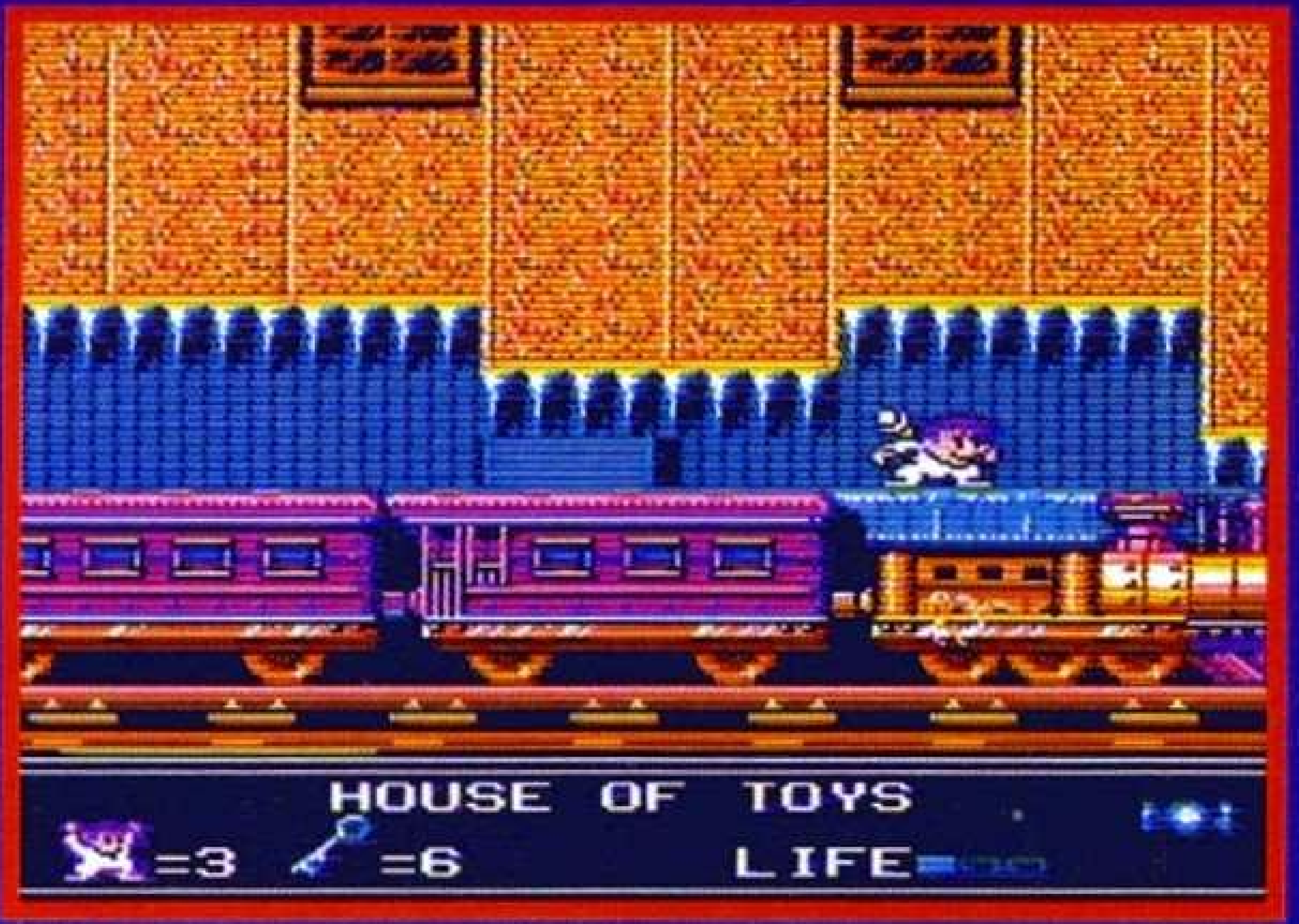


FLOWER GARDEN
=3 =0 LIFE

FLOWER GARDEN
=2 =0 LIFE

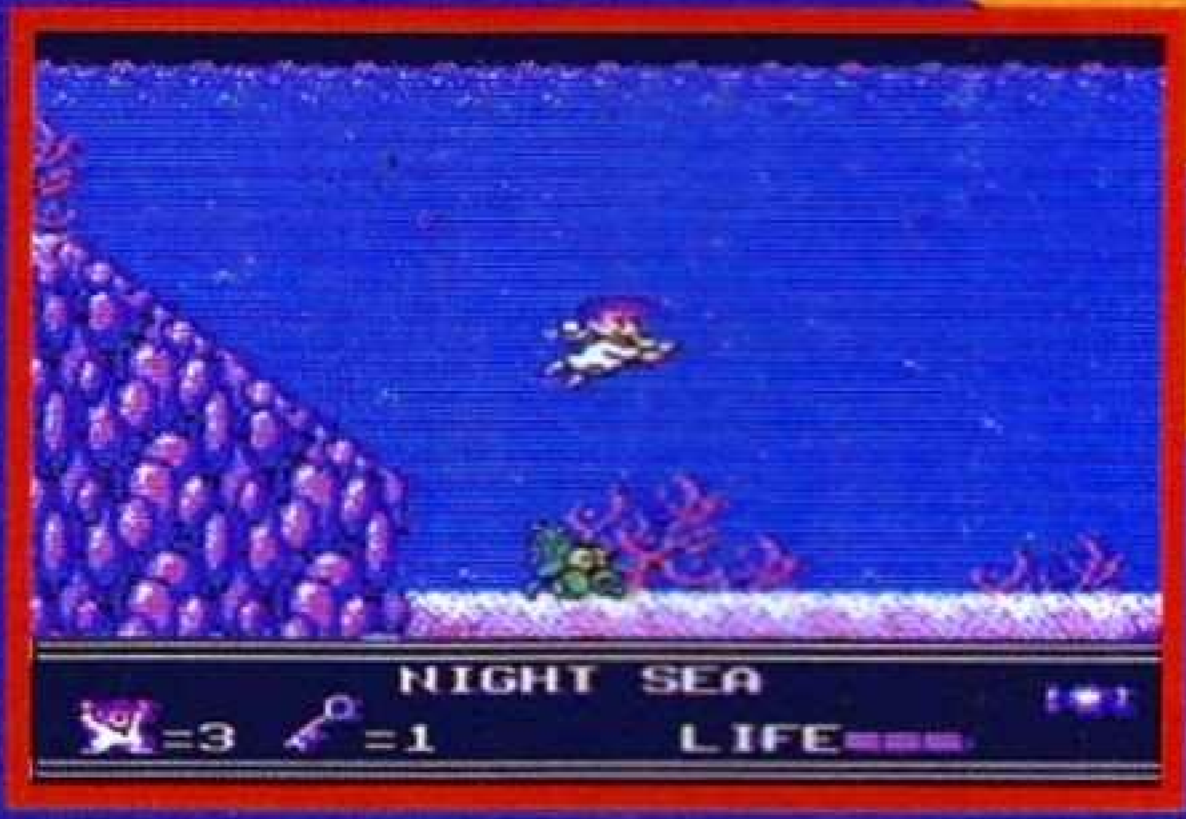
LEVEL THREE

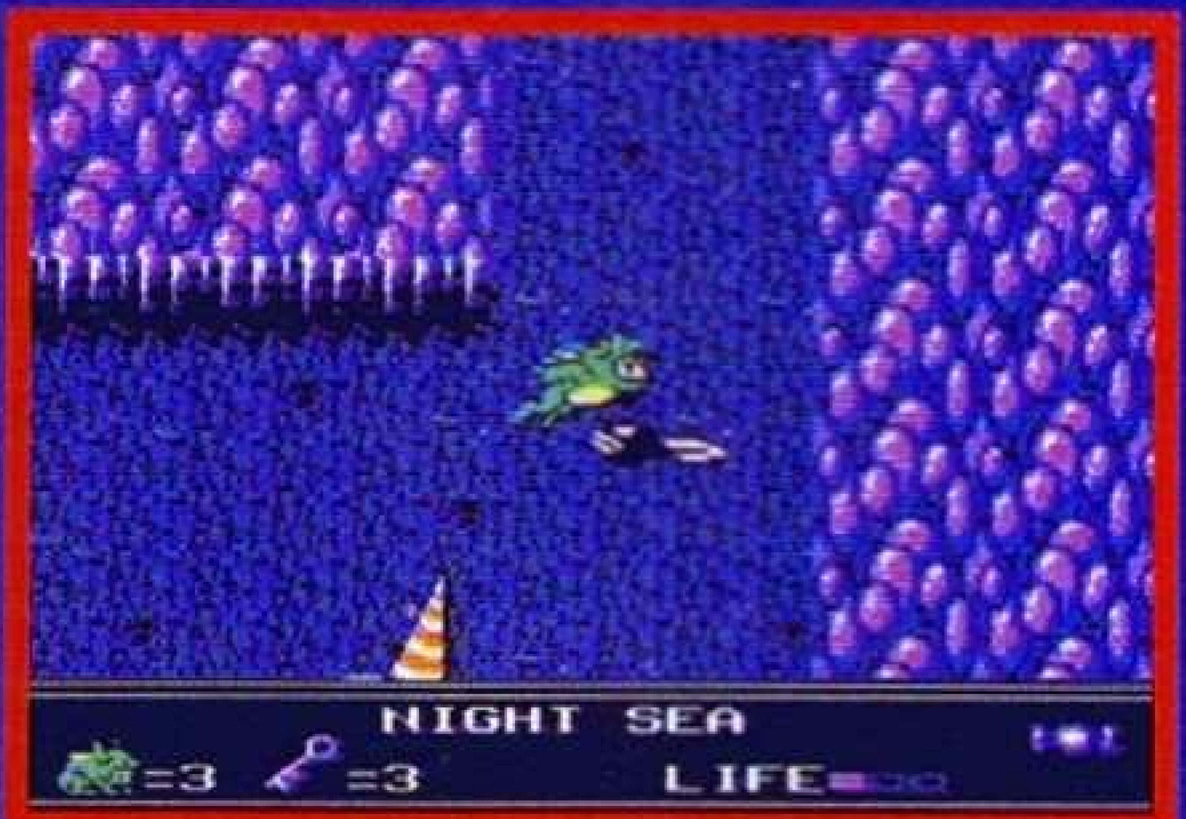
Leap onto the girder at the left. Jump up to the top platform and leap across to the keys. Jump onto the roof of the house and walk right, jumping onto the platforms to get the third key. Leap across to the next platform and go over the wall. Walk to the right of the train to roughly the middle. Keep jumping over the tunnel/wall arrangements which speed towards you, and avoid the bomb balloons. Run past the weights that appear when they're rising upwards to avoid being crushed. Duck to clear the spikes that appear. When the train starts moving again (after a few waves of fighter 'planes have attacked), the walls start coming again. There are a number of keys in the air but there's no need to grab them. Duck under the roof of spikes, making sure you're under the higher parts, as a couple of sections still get you whilst you duck. Stay low and avoid the 'planes and walls for a short time, and eventually the train rolls to a halt. Here you should find three keys and the exit.



LEVEL FOUR

Walk right and jump into the sea. Swim down and feed the crab so you are able to ride on him. Jump in the air, and the crab falls claws-down, allowing him to dig the sand. Dig straight down for a healing potion. Now back out and go right. Dig into the sand on the left of the ship, then right and up into the hole in the bottom of the ship. Feed the pink fish you encounter and use him to swim quickly through the water. Swim down the lower tunnel to the right, then take the upper branch further down, swimming right until you disappear. You'll reappear in a new tunnel. It winds around and down, so follow it and pick up the key and another 1-UP. Once you swim all the way through the two-tunnel branch. Turn to the left and swim out into the water, then go up and right into the high tunnel. When you reach the edge of the water next to the potion, turn into Nemo and leap onto the ledge. Jump over the potion and feed the frog, once you have become the frog, grab the potion. Jump right and take the next key. Jump into the water and take the first aid kit, then swim right, past the tunnel going down. Follow the ledge as it angles downwards. There's a crab waiting at the bottom of the ledge. Feed it and use him to burrow into the sand below to get the fifth key. Come out of the sand and turn back into Nemo. Paddle up and right and jump out of the water. Run right to reach the door and exit.





LEVEL SELECT

If you still can't get past a certain part of the game, the following cheat allows you to select what level you start the game on!

On the title screen, press **UP, SELECT, LEFT, RIGHT, a, a,** and **B**. a new option, DREAM SELECT, appears if this is performed correctly.Choose DREAM SELECT and press a to choose the level you desire. Hurrah!

REVIEW

SUPER NES

1 PLAYER

4 MEG

PLT GAME

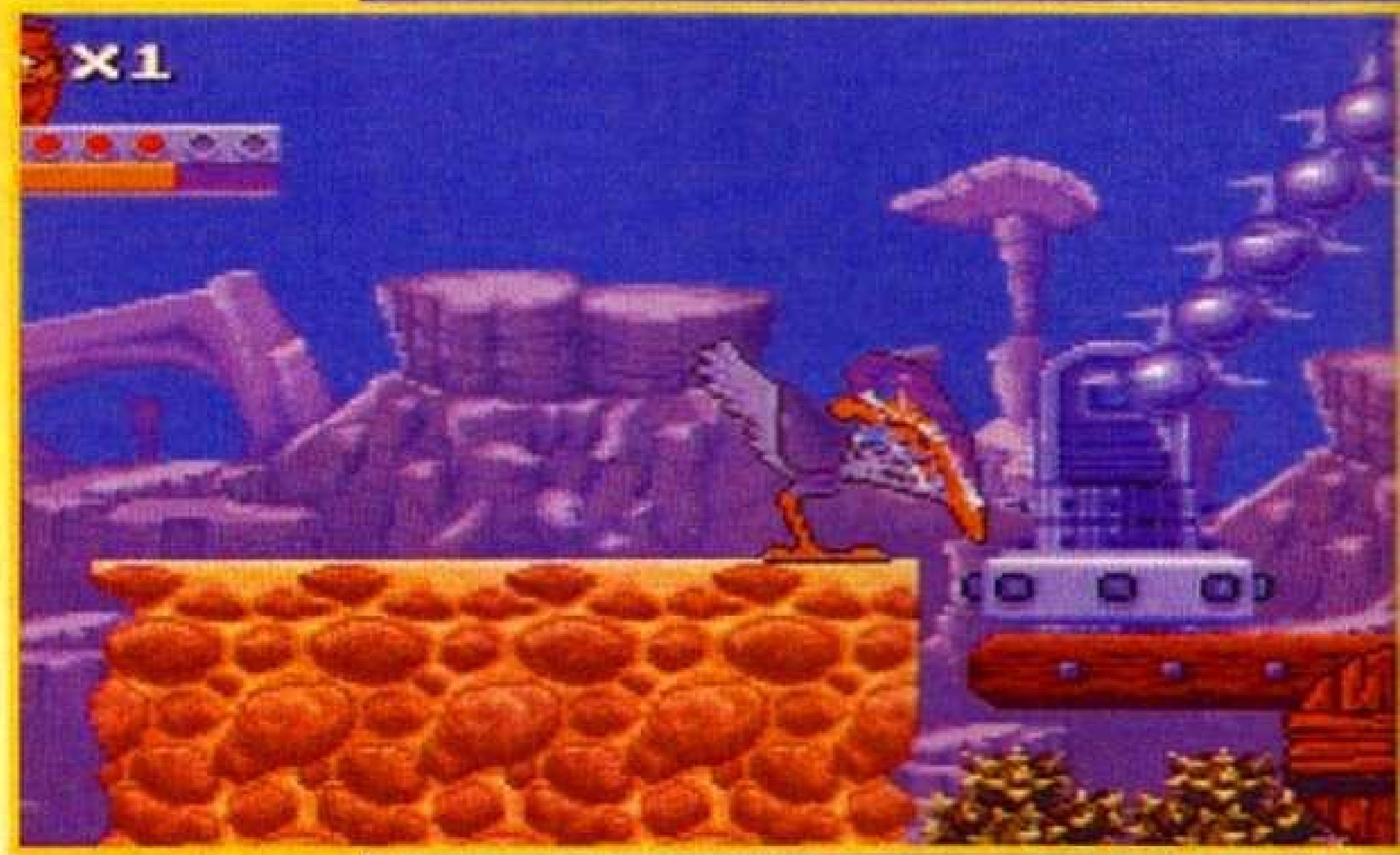
Road Runner

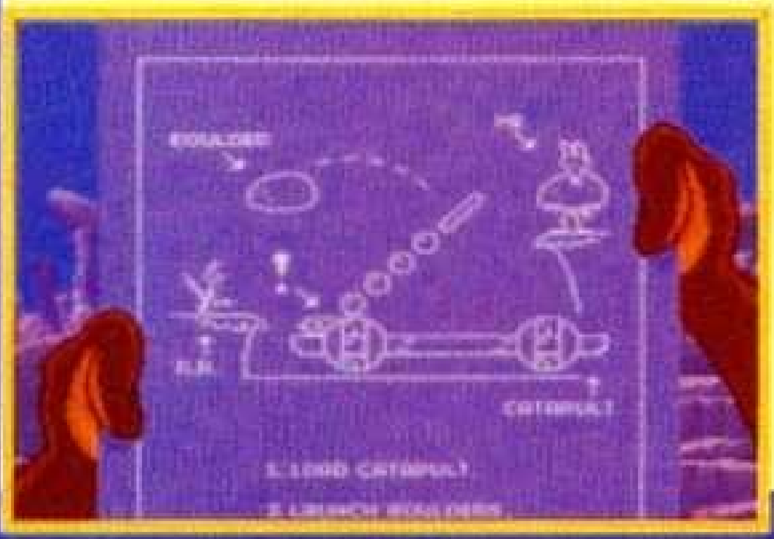
PRICE: £44.99
BY:SUNSOFT

DEATH

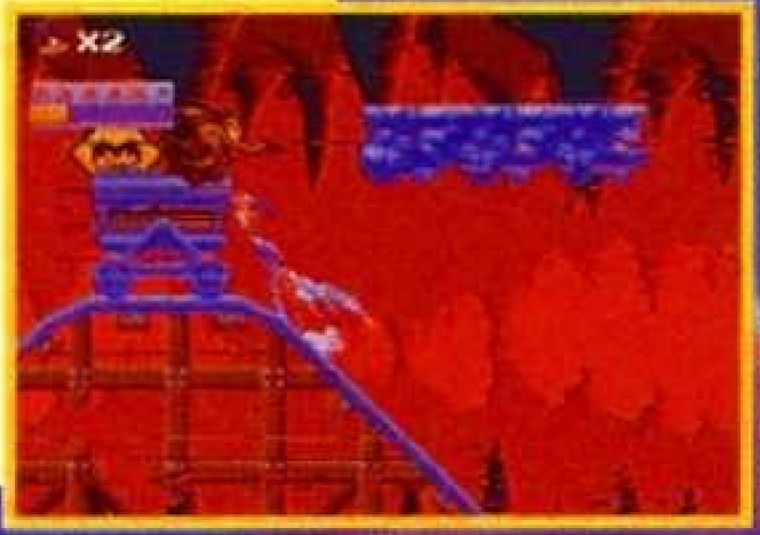
Coyotes have a reputation for being cunning, but what they make up in craftiness, they obviously lose in intelligence. Take Wile E Coyote for example. Having devised any number of sneaky traps and employed some devious trickery, the poor chap is still unable to catch the dinner he so desires - namely the Roadrunner. Having set the standards for canine slyness , it is only fitting that he should probably have the less common sense of any creature, let's face it anyone with half a brain would have given up years before now.

Wile E's luck could be in however.This new release from Sunsoft documents many of his grub-grabbing attempts with you in control of his prey. This means it's down to you to guide Roadrunner around the desert platform landscape and find your way to the coyote-halting death trap at the end of each level. The continuity of a million cartoons is in your hands.

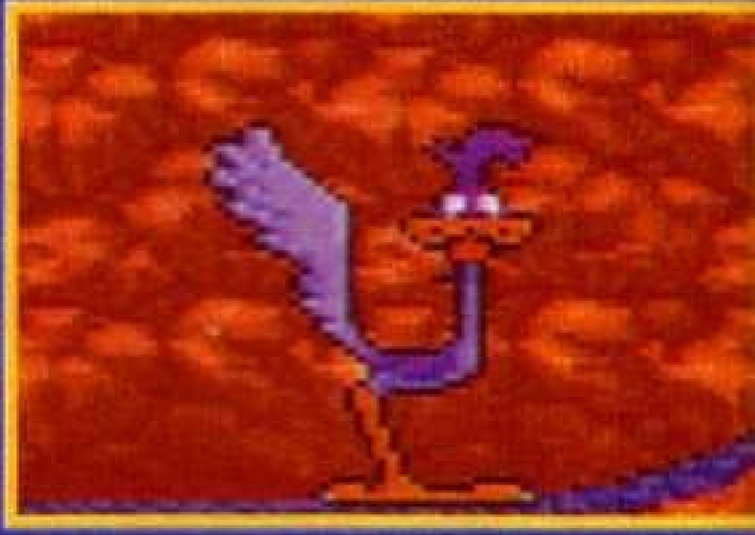




▲ As in the cartoon, Wile E's wacky plans start on the drawing board with a blueprint. This particular scene shows Road Runner's encounter with the first 'end-of-level-guardian'.



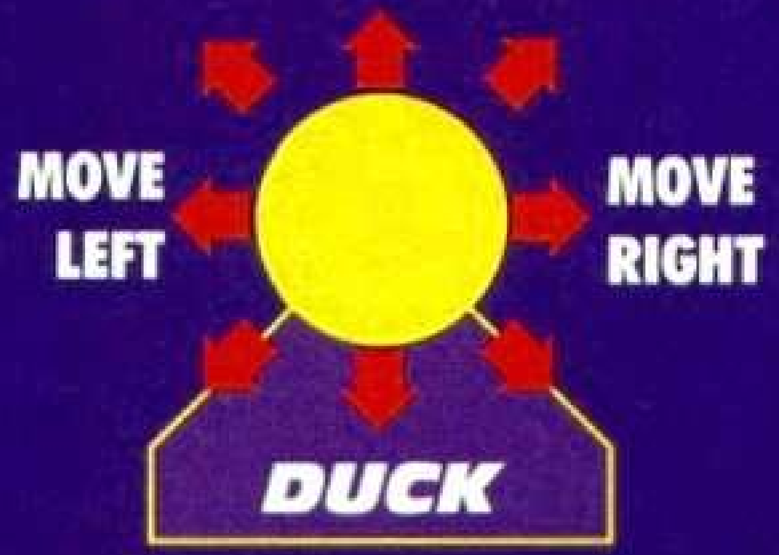
▲ The Road Runner character certainly had the potential to out-Sonic Sega's Sonic, but unfortunately, the speed of the game is broken up by annoying nasties.



▲ Another example of the carttonish humour. Pressing the right button on the joypad turns Road Runner towards you. My, how we laughed when he poked his tongue out...

RELEASE
DEC
CONTROL
JOYPAD
GAME DIFFICULTY
MEDIUM
CONTINUES
0
SKILL LEVELS
1
RESPONSIVENESS
VERY POOR
1ST DAY SCORE
COMPLETE FIRST TWO LEVELS
ORIGIN
An all-new platform game based on the wacky adventures of Roadrunner and Wile E Coyote.

How To Control



Y	Activates Roadrunner's super speed.
B	Springs Roadrunner's mighty legs into action for a leap.
X	Nowt.
A	Uses Roady's deadly beak to pack enemies or eat birdseed.
L	Makes Roadrunner say Meep Meep.
R	Oh joy! This makes Roadrunner sticks his tongue out.
S	**SELECT BUTTON:** Nothing
S	**START BUTTON:** Pauses the game.

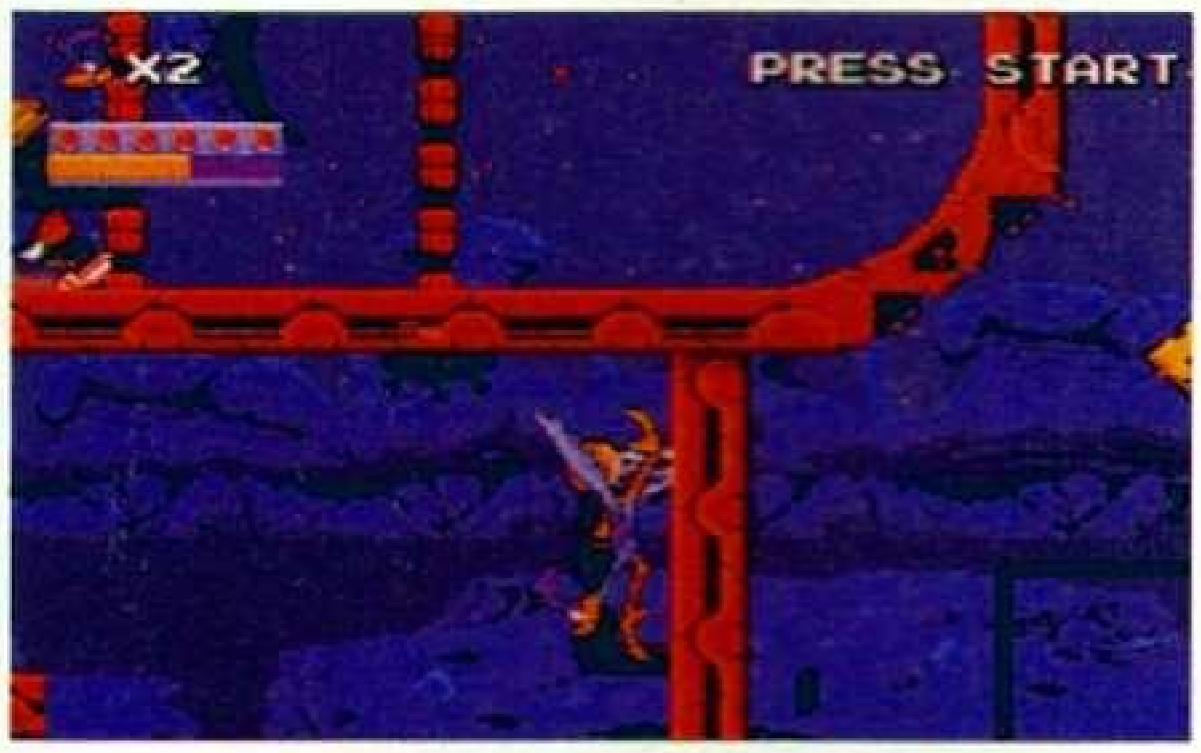
How To Play

Death Valley Rally is a standard type platform game featuring the speedy creature himself. The basic object of the game is to escape Wile E Coyote by making it to the checkpoint flag which indicates an imminent demise for the wolfen one. Littered around the levels are flags, which bestow bonus points at the end of each level and extra lives once thirty flags have been collected. A bonus clock ticks down throughout the game, being reset at the beginning of each level, and finishing before it hits zero results in many extra points.

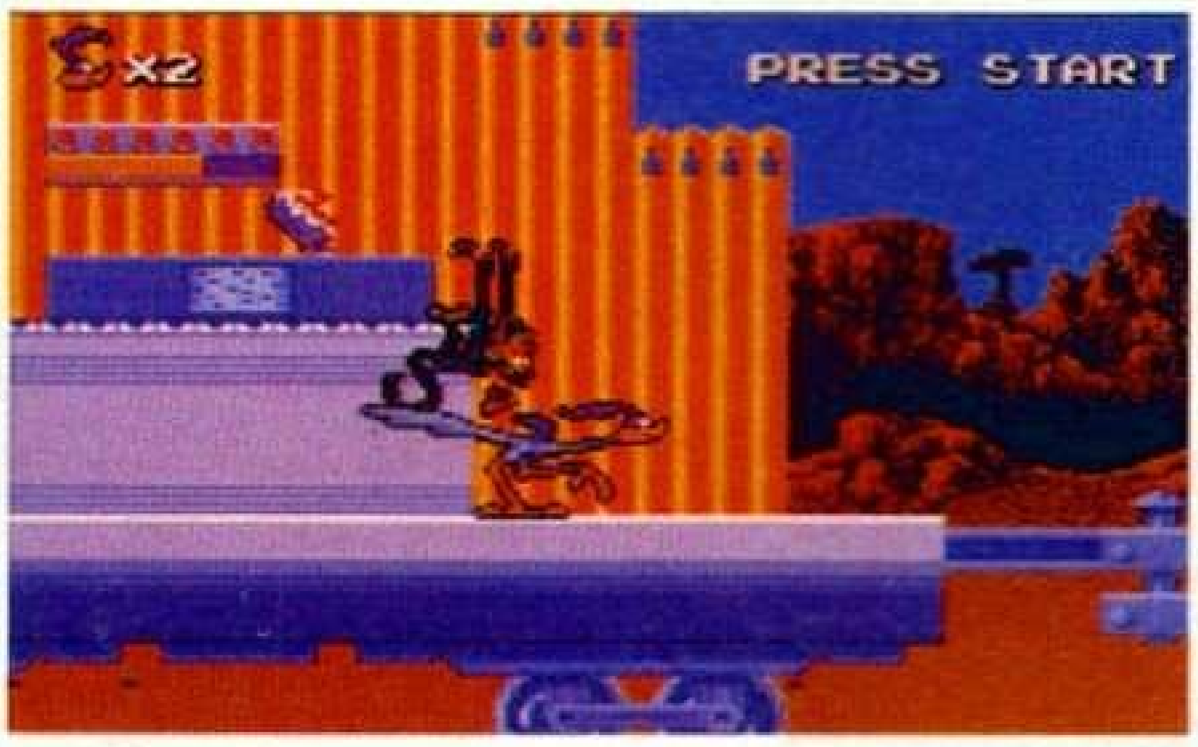
ALLEY RALLY

CARTOON CAPERS

Throughout the game the programmers have gone to great lengths to ensure the feel of the cartoon is captured. For instance, each level is given a cartoon name, such as Zippety Splat and Rock 'n' Rivet and having cartoon-style outros at the end of each stage in which Wile E invariably comes a cropper. To heighten the animation ambience still further the programmers have included two fantastic button commands. Pressing the R button causes Roaders to turn towards the screen and waggle his tongue about, whilst pressing L lets rip our bird's celebrated cry of "Meep Meep!". Wow.



▲ Such is the bird's incredible speed that he can even run up (or indeed down) sheer vertical faces. However, a run-up is required if the wall is particularly high, or the poor bird will simply fall back down the screen - straight into the pursuing Coyote's clutches.



▲ Let the train take the strain, Sir Jimmy Saville told us all those years ago, and one section shows the battling duo fighting it out on the back of a speeding locomotive. As the game progresses, Wile E's attempts get rapidly more outlandish and devious, and this section shows him in very fine form indeed. Once again, though, the odds are stacked against poor old Road Runner...

BEAK THAT SPEED SEED

Roadrunner is, of course, known for his amazing speed which, eerily enough, also features in this here Super NES adaptation of his adventures. Roaders begins his travels at a stately pace, gradually gathering speed until he is the blurring dervish we all know and love. At full pelt Roadrunner is able to run up vertical slopes for a good distance, depending on the speed he is travelling at and how long a run-up he has taken. If this form of acceleration, or indeed speed, is still a little slow for you Roadrunner is also equipped with a rather fine turbo boost. Pressing the Y button kicks in the speed boost which instantly accelerates Roaders to maximum speed and, whilst he's boosted, makes him invincible. A small energy gauge in the top left corner of the screen keeps track of the feathered hero's turbo energy level. Once this bar is fully depleted Roadrunner can boost no more and must rely on momentum alone. It's often a good idea to save the boost for taking short cuts by running up the tarmacced vertical inclines where the run-up would normally be insufficient. If you run out of energy, despair not, for extra energy boosts are obtained by chomping upon the small helpings of bird seed littered around each level.

COMMENT

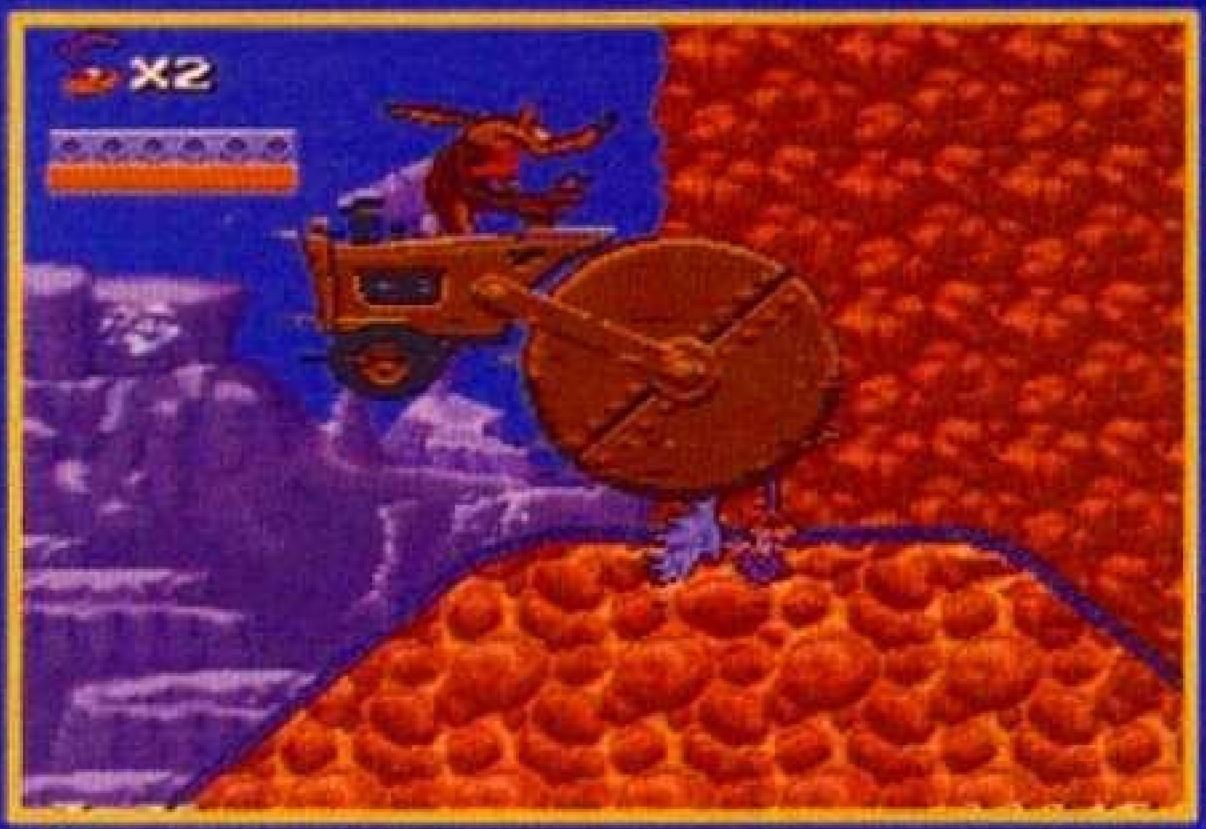
JAZ

Aaaggh! One of my all-time favourite cartoons has been turned into a complete Super NES disaster! If you've already checked out the screenshots you'll have seen that the game is a visual treat, with superb sprites, neat touches and some fabulous intermission sequences. But what you can't see is the gameplay. Neither can I. Even when I was playing the game I couldn't see it - because it's not there. The game's designers obviously concentrated on the visuals first, and then threw the gameplay in as an afterthought. Let me just list a few of the faults. The big one is that the sprites are far too big for the screen. You simply can't see where other platforms are and sussing your way around the level is often a case of jumping into space and hoping for the best - which is completely trial and error rather than a test of gamesplaying skill. Another upshot of not being able to see what is coming is that the potentially high-speed action is made a totally stop-start affair as you slowly and cautiously move along stopping every screen length to make sure you're not about to run into a baddie or off a cliff. The controls are frustrating. Roadrunner himself is very slow to respond to the joypad, and accurate jumping is made a nightmare because he floats about vaguely (rather than jumps realistically in an arc) and the collision detection on the platforms is very suspect. This sluggishness also makes dodging baddies nigh on impossible. But what really ruined the game for me is that it's simply very dull to play. It's just a case of finding the exit of each level and watching the "humorous" end sequence. Once you've conquered a level it all becomes a strict matter of routine - there's nothing else to discover once you've finished a screen - and having to go through the early levels over and over again and sitting through the end sequences repeatedly is really tedious. There's simply no excitement in it. Add to that the poor sound and you've got a gross waste of a licence which surely must be the most disappointing game of the year.

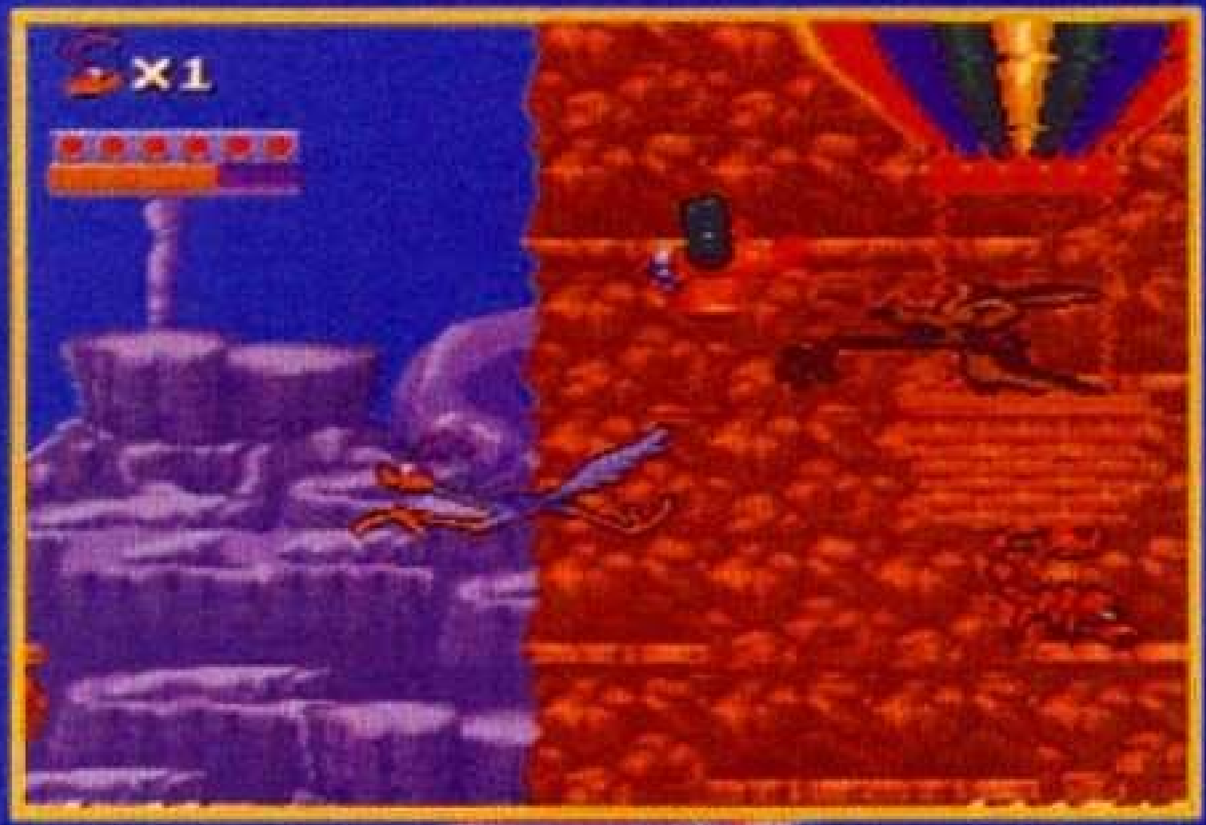
COMMENT

RAD

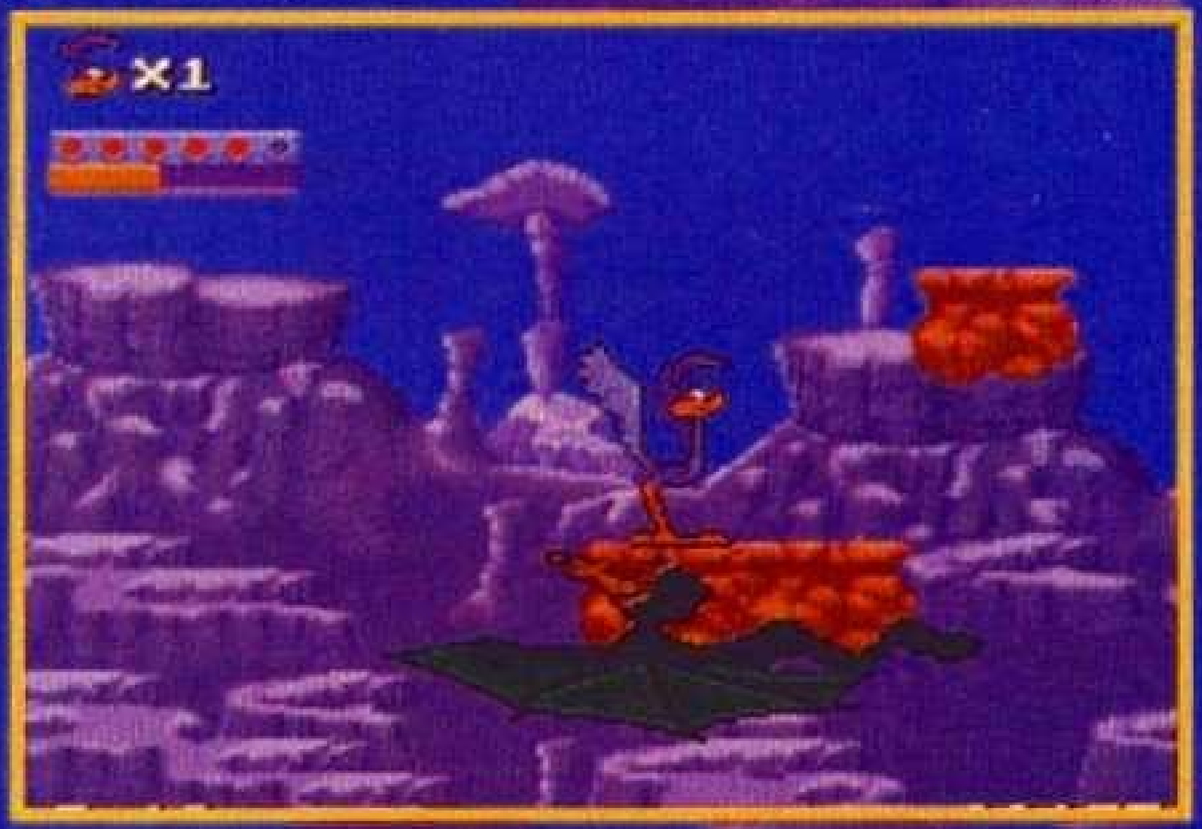
Death Valley Rally, how do I hate thee? Let me count the ways. This game has to be one of the most disappointing releases ever. The most impressive thing about it is the graphics. From there on it's down hill. The sound isn't exactly inspiring with a couple of half-hearted "Meeps" here and there and the most out of place, weedy, whiny, grating tune in Super NESdom. As for gameplay, well, there really isn't very much of it. It's a bit like a poor man's Sonic, as you might expect with the license for such a speedy blighter, but unfortunately the whole point of having a turbo-powered main character is ruined by giving him no opportunities for high-velocity fun and frolics. Most of the 'action' is platform based, and even that's not done with any proficiency. The jumps Roadrunner makes are too long and difficult to control with no sense of definite distance - you just seem to float around in the air for a bit. Alright, it is full of cartoon touches, but, like the entire game itself, they're not all that inspired and lose their appeal after you've seen them once.



▲ Wile E feels the need for a pressing dinner engagement as he chases our hero in his trusty Acme steamroller. Reach the end zone, though, and the crafy Coyote is left feeling flat.



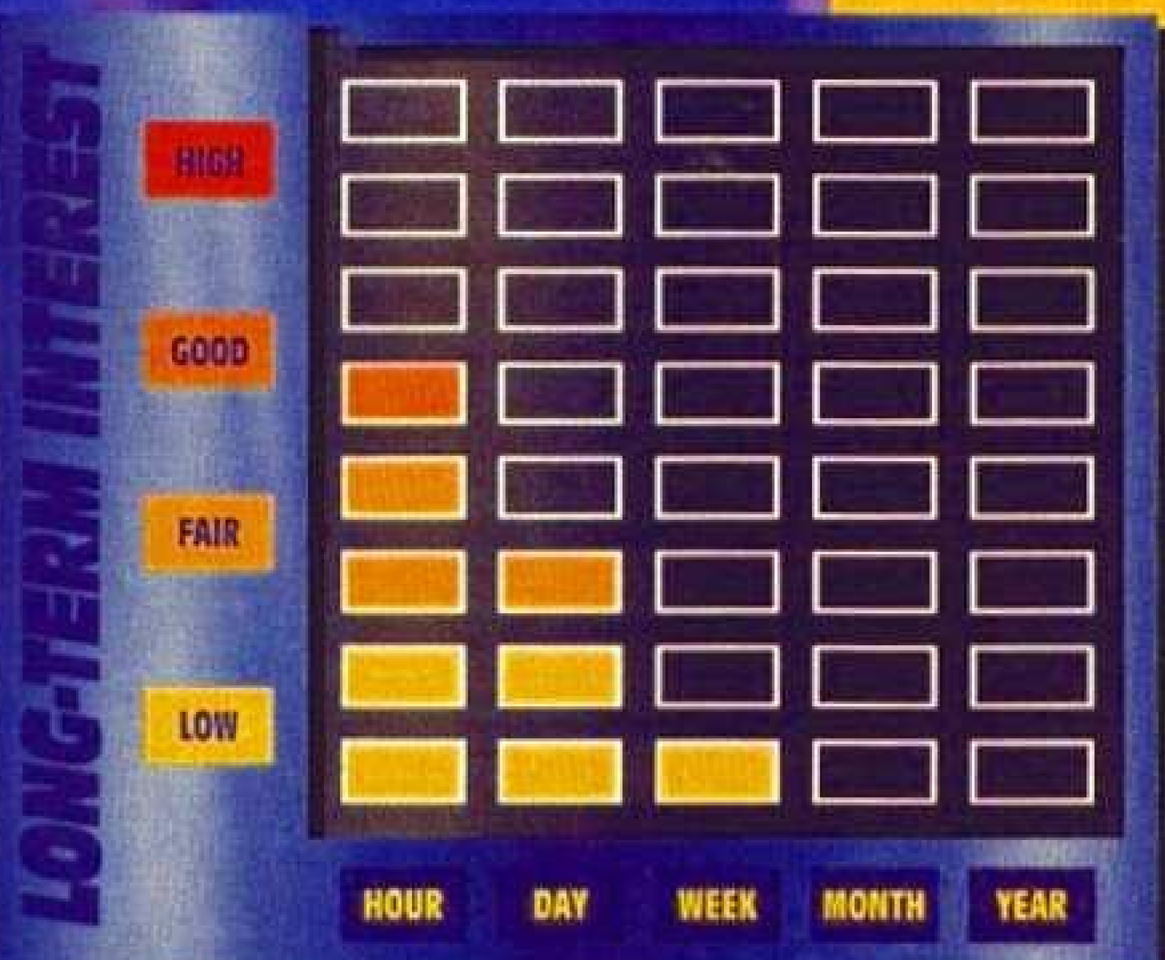
▲ A spot of balloonacy next, as Road Runner is pursued by an airborne Wile E. As he sails by, the cunning chaser lets loose with energy-sapping model planes, but he'll end up feeling deflated again...



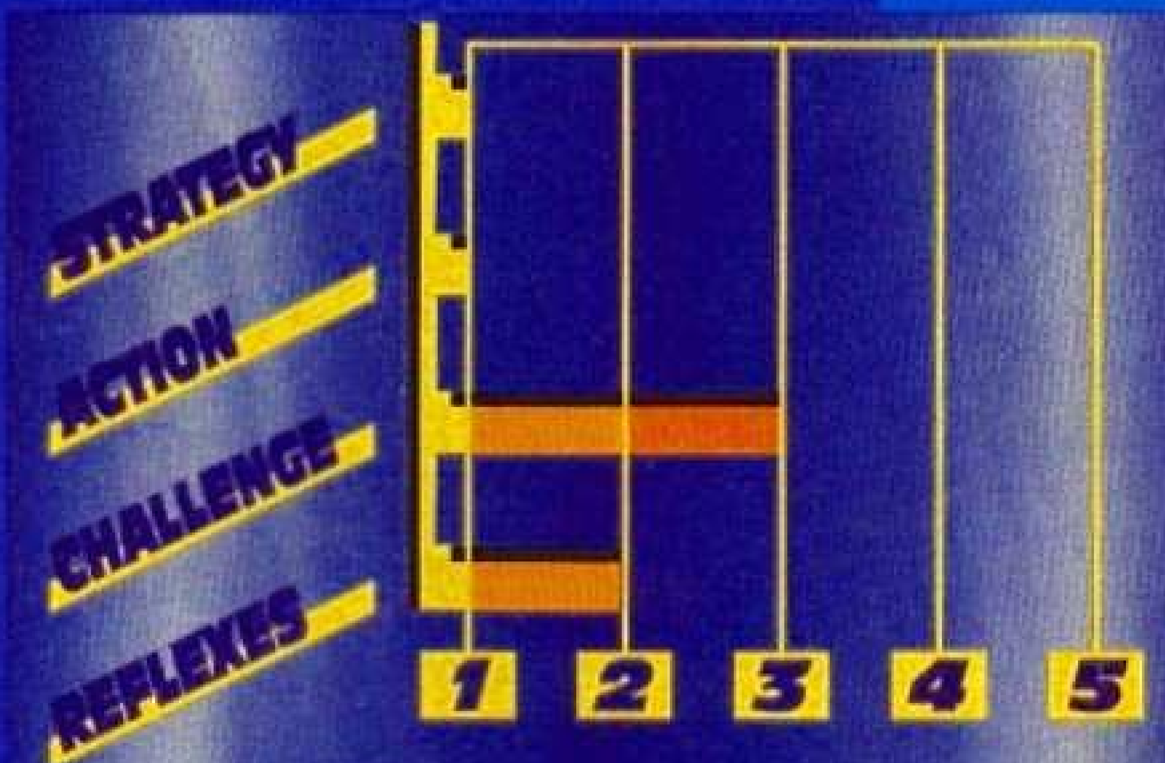
▲ Guaranteed to make you look a pillock, the Acme Batman suit is donned by the dumb Coyote as he sails majestically across the screen.

ACME GADGETRY IN THE AREA

Just like in the cartoons, Wile E Coyote uses all sorts of gadgets to nab that Roadrunner, all of which of course backfire upon him. For instance, level one sees the cretinous canine in pursuit with a big steamroller, the roller of which detaches, rolls up a hill and then flies down to crush the unfortunate Wile. Later levels see him armed with hot air balloons from which he launches motorised bomb-planes, rocket skates and even a full bright green bat suit with which to pursue the Roadster.



RATINGS



▶BREAKDOWN

PRESENTATION

86

▲ Some good intros and cartoon touches.

▼ No options or highscores and the title screen is poor.

GRAPHICS

84

▲ Superb-looking sprites and true-to-cartoon backdrops.

▼ Not much variety.

SOUND

42

▲ A few sampled Roadrunner sounds.

▼ Not enough effects, and what there are are poor. The in-game tunes are atrocious.

LASTABILITY

33

▼ Poor screen layouts, bad games design, frustrating controls and repetitive gameplay gives this little lasting appeal.

PLAYABILITY

45

▼ Slow controls and frustrating gameplay makes this annoying from the outset.

OVERALL

All looks and no gameplay, Roadrunner is a poorly designed, highly frustrating and very disappointing game which does no justice to the licence whatsoever.

39

MB GAMES
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EXCITING 13 STAGE ADVANCED QUEST!
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HEROQUEST
ADVANCED QUEST
EDITION
MB

1
PLAYER

2
MEG

PLT
GAME

PRICE:£49.99
BY: LUCASFILM

RELEASE
NOV
CONTROL
JOYPAD
GAME DIFFICULTY
HARD
CONTINUES
6
SKILL LEVELS
1
RESPONSIVENESS
OKAY
1ST DAY SCORE
STAGE THREE
ORIGIN
The Empire Strikes Back follows on from Star Wars (released earlier on this year) and is once again based closely on the immensely successful film from which it's licensed.

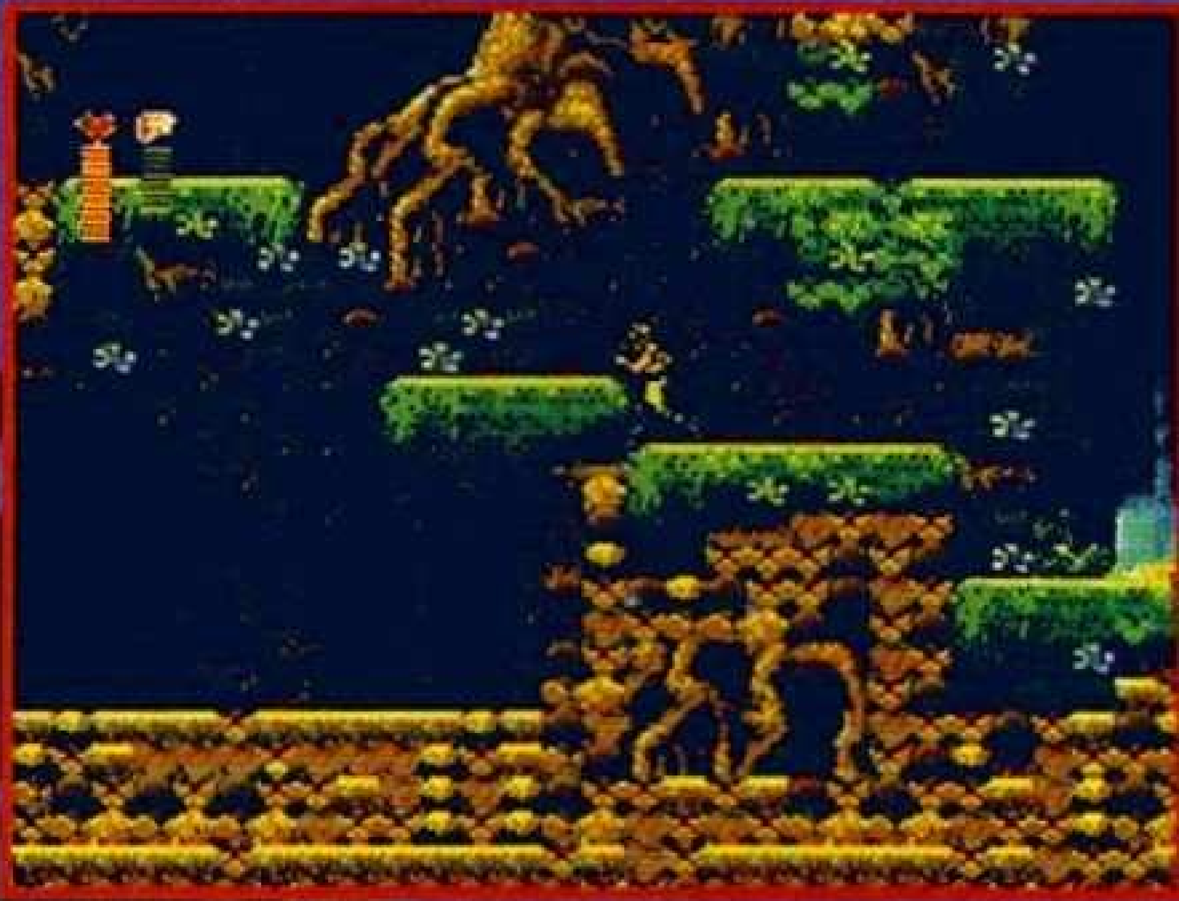
EM
STRIK

Luke Skywalker clears yet more fresh ice off the muzzle of his laser gun, as the shaggy animal he is riding on stops for a rest. It has been another routine, dull and most of all cold day on Hoth. On the ice-planet everything freezes eventually, even the passage of time, or hope for a better future. Luke himself isn't sure if holing up on Hoth waiting for Imperial forces to hunt them down is a good idea. He itches for the good old days - fighting it out, the Tatooine days. Unconsciously he fingers his lightsabre as his thoughts drift back to Obi wan.

A piercing light brings him back. The white heat of friction glows through the clouds as a meteor falls to earth. Such occurrences are routine in this thin atmosphere, but the size and ferocity of this one is striking. The inevitable impact comes, followed by a deafening roar. As Luke finds its bearing his communicator crackles. Seems he isn't the only one who noticed this curious new arrival. "Check it out kid" Han Solo advises, from the base. With exactly that thought in mind Skywalker spurs his Tauntaun on, through the drifting snow dunes, to investigate the crash-site.

After the destruction of the Death-Star, life for the small Rebel forces was only slightly eased. At least they didn't face imminent destruction, but the supremacy of the Empire was still almost unchallenged. The next phase of their struggles is now told in 'The Empire Strikes Back' the second Lucasfilm game of the film trilogy. The game is split into various chapters, following the progress of Skywalker from Hoth, to Dagobah where his Guru, Yoda, lives as a hermit. From there the final stages take part on Bespin, in the towering cloud cities filled with intrigue. There the ominous figure of Darth Vader lurks, intent on stopping the rise of the rebellion in its tracks.

Your friends - the Princess Leia, Han Solo and R2-D2 offer you succour and advice, but your own skills, and the power of the Force, passed down by Obi Wan Kenobi, are the only ways of evading the might of the Empire and winning through. So take your lightsabre, put on your winter woollies and come to Hoth for the second chapter.



FORCE POWERS

Young Jedis graduate with honours in the following faculties:

ELEMENTARY BOUNCING

Allows the Jedi to make massive strides and perform amazing tuck somersaults.

O-LEVEL SHIELDING

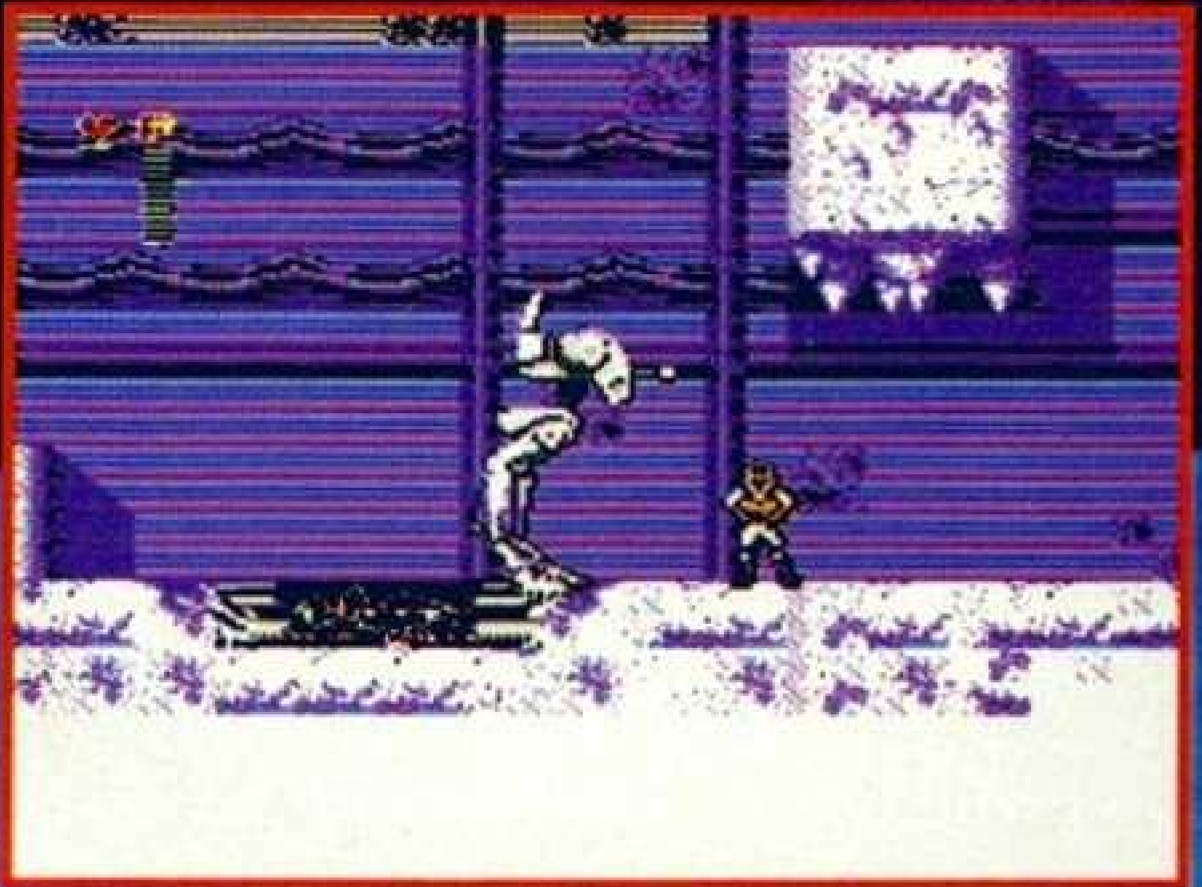
A nifty skill used to deflect enemy fire, by using the blade of the lightsabre.

BUTCHERY FOR BEGINNERS

Improve your lightsabre skills immensely by collecting this. Then chop your way to victory.

SPRINT THE COURSE

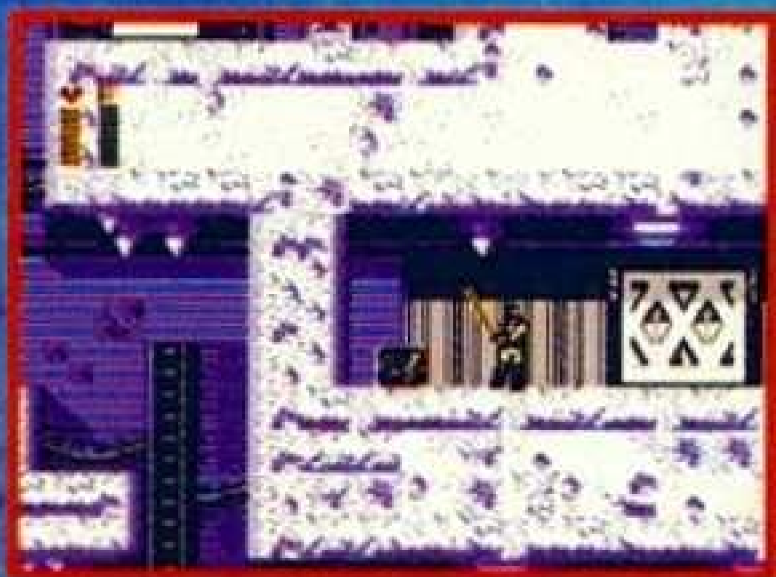
Extra running capability, best employed in the opposite direction to the enemy.



ADVANCED SHOOTERY

It was essential for Charlie's Angels, and it applies to you too. You are far more dangerous with a gun after passing this course.

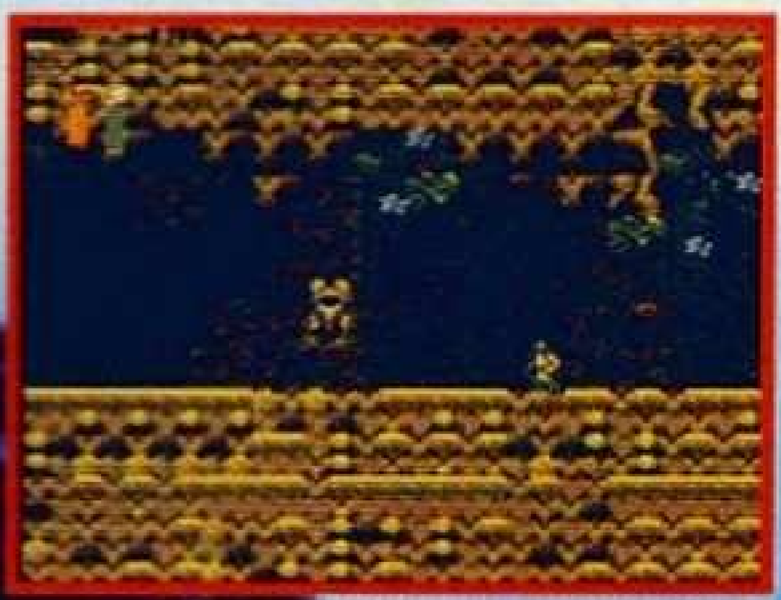
As luck would have it, the relevant qualifications are achieved by picking them up from around the playing area. You begin the game armed only with a laser pistol (split pea strength) so finding the lightsabre icon is imperative. Luckily it is easily found in the first set of ice-caverns, as is the bouncing icon. The shield icon is also located on the first level, but finding it requires a little lateral thought. The later power-ups are found in the base.

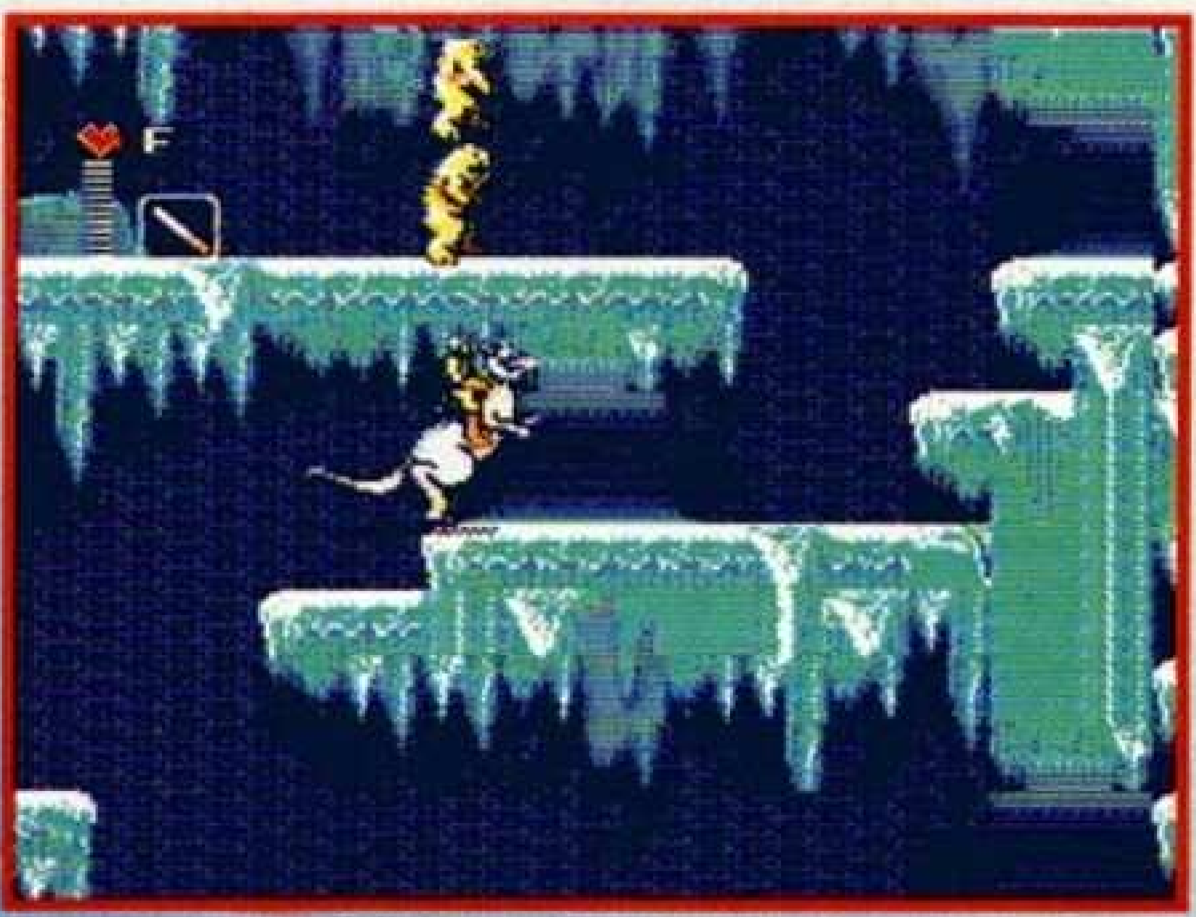


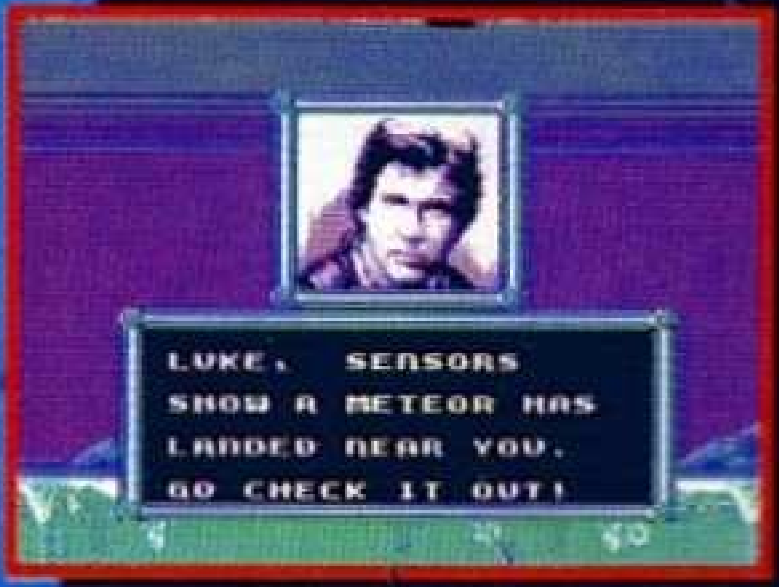
▲ With his light sabre drawn and ready for action, Luke explores the sprawling underground Rebel base. Again, danger lies around every corner, and should be dealt with using a couple of well-timed swipes.

IE
PIRE
S BACK

▼ Whereas the icy landscape of Hoth throws all manner of strange snow-related nasties at poor Luke, travelling to Yoda's home planet in the Dagobar system is equally inhospitable. The ice gives way to swamp land, and the polar bear-like creatures are replaced by mysterious bog dwellers.

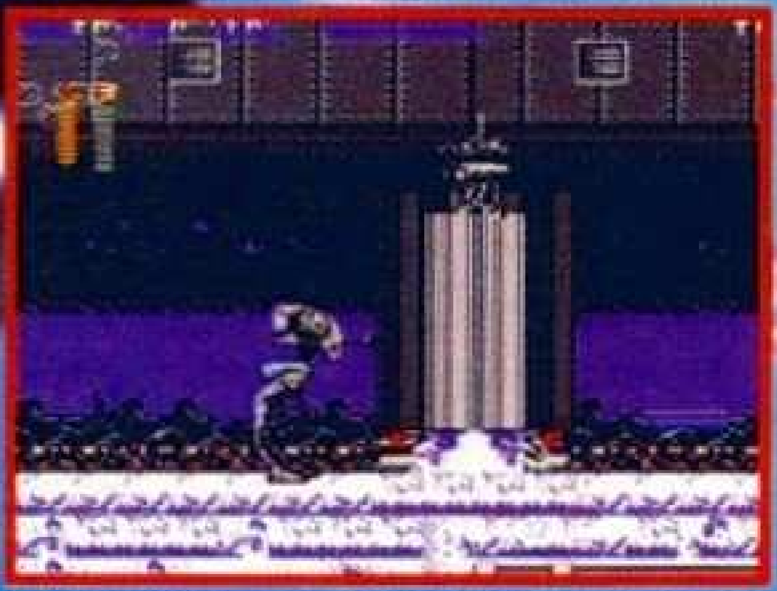






LUKE, SENSORS
SHOW A METEOR HAS
LANDED NEAR YOU.
GO CHECK IT OUT!

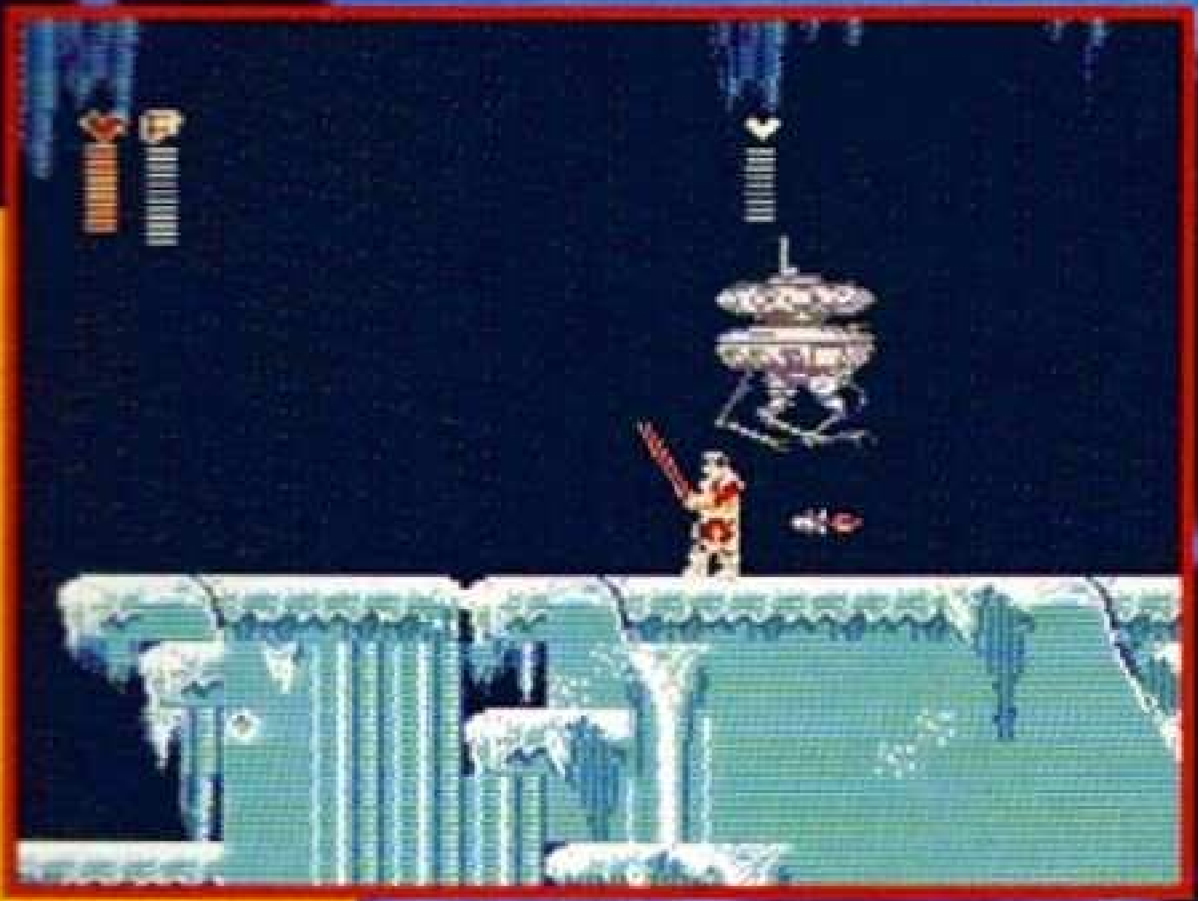
▲ Every now and then, LUke's loyal buddy, Han Solo, makes a cameo appearance to keep you abreast of Empire-related details.

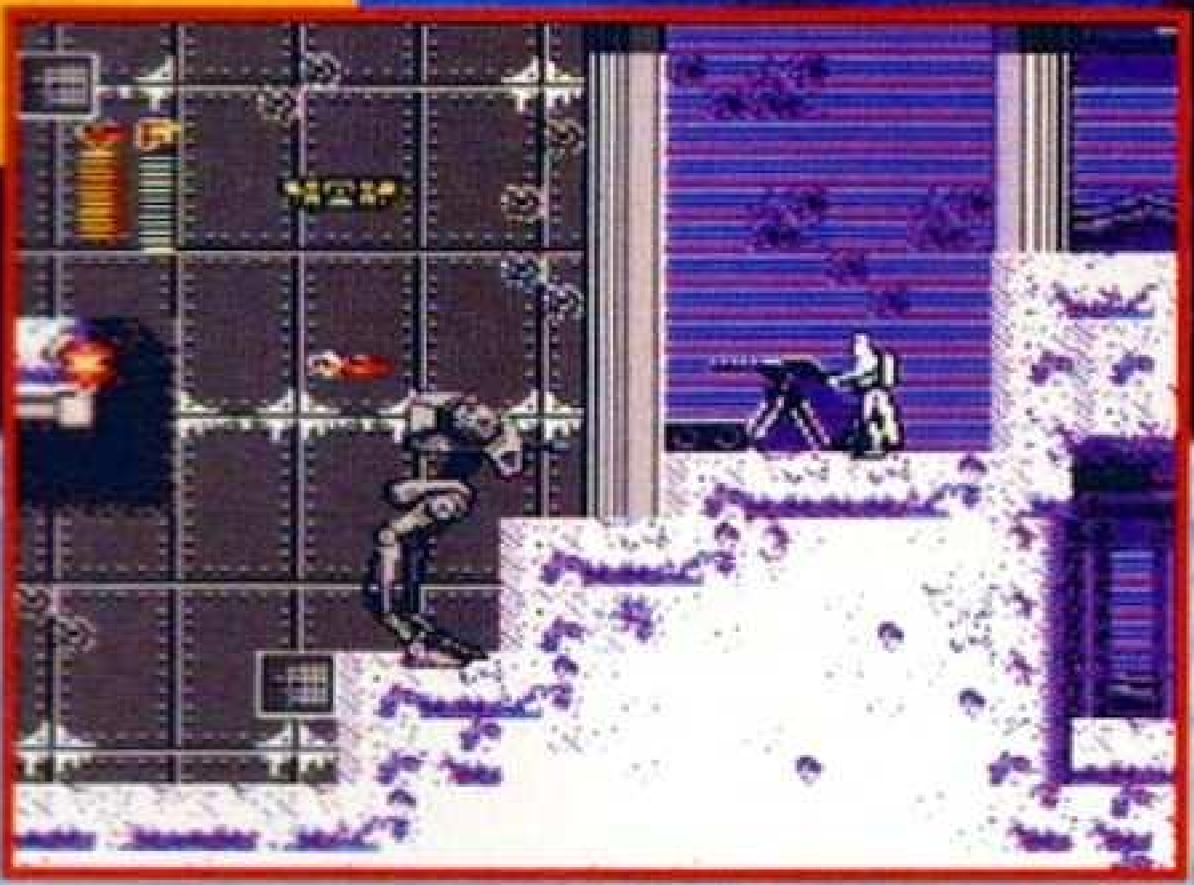


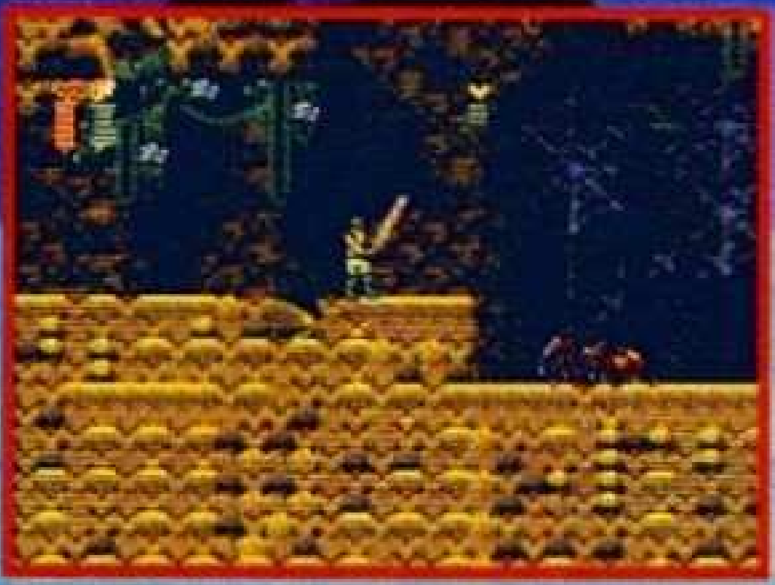
▲ Use the force, Luke, use the force...

RIDE 'EM HOMEBOY!

You'll be impressed by the variety of things Luke gets to straddle in the course of the game. First it's his Tauntaun, llama-type snow creature, who provides a good position from which to fight. Feed him with the little things that grow in the caverns. After the skimmer outing he gets into an Imperial walker and capers around the base with the enemy's gear. Then it's X-Wing antics ahoy! in the Bespin episode of the saga.







▲ Luke prepares to meet Jedi master, Yoda.

GRADUATE FROM THE SPACE ACADEMY

Diplomas in motor mechanics and Indian cookery are of little use in the space age, but a whole new range of skills have to be learned by the student Jedi. The hidden power of the universe, the 'Force' no less, can be tapped to endow the young space warrior with amazing powers. As long as the Jedi is 'at one' with 'the Force' he can perform these mystic tricks. But performing them uses up the precious supply, which needs regular replenishing. However, as any mystic will tell you, the Force pervades the entire universe - which explains the handy size chunks that can be collected in the deserted caverns and jungles the game covers.

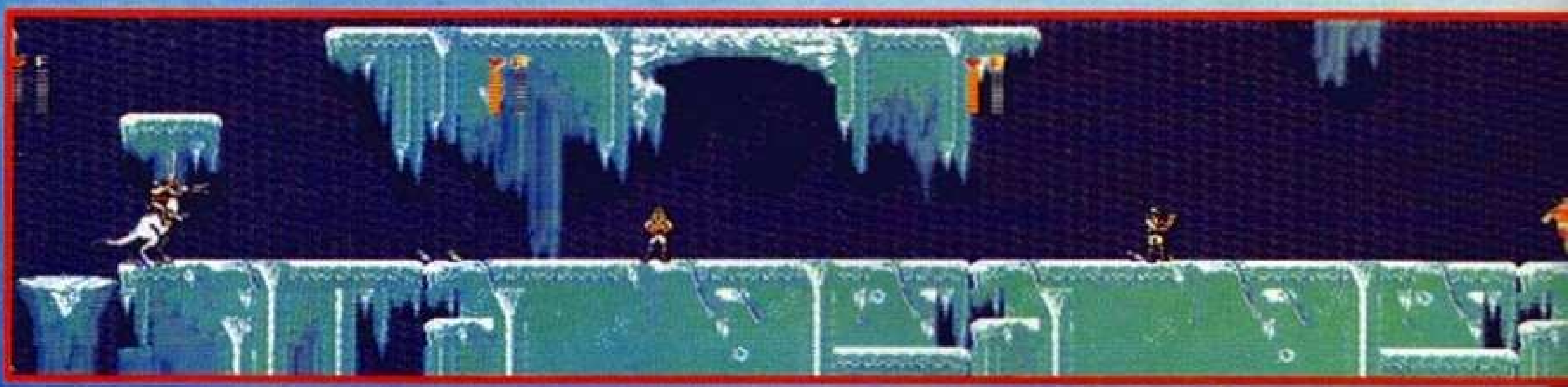
How To Control

8-WAY
DIRECTIONAL
CONTROL

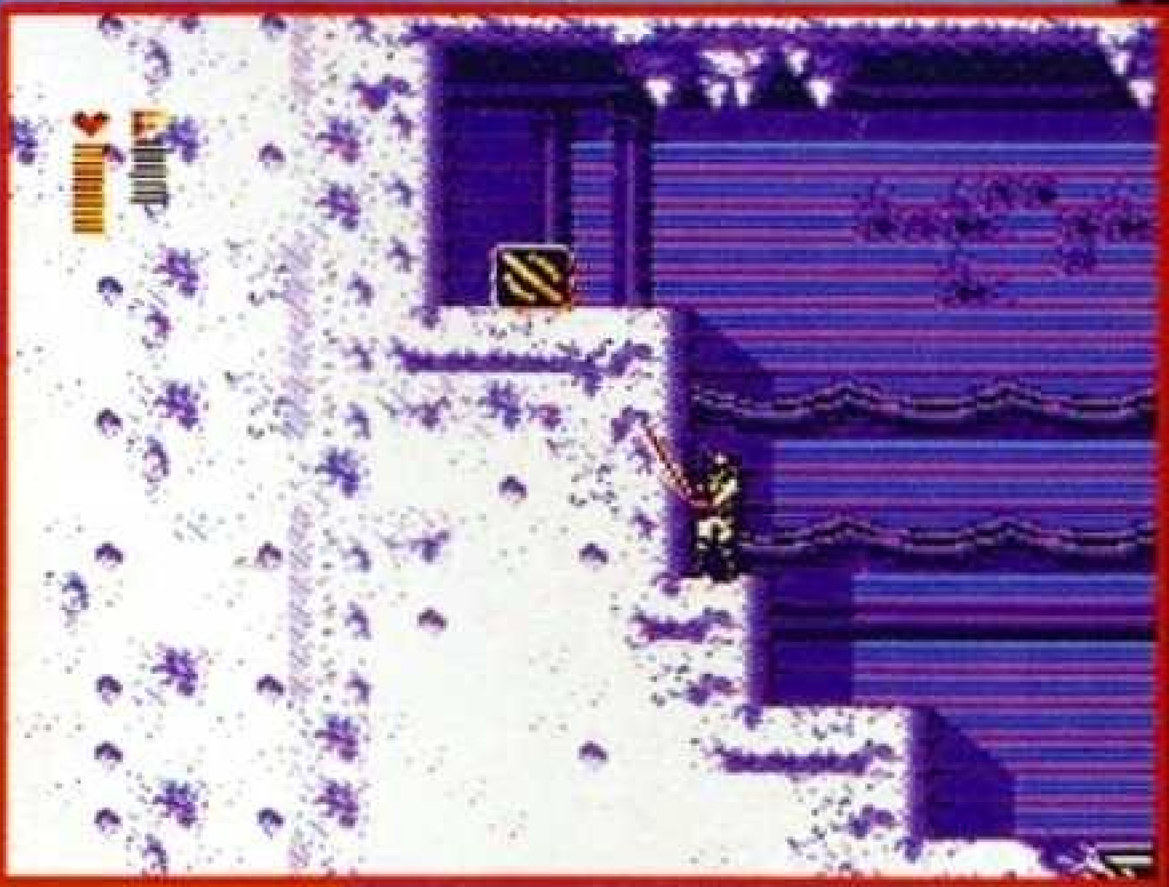
A	JUMP/RUN
B	FIRE/LIGHTSABRE
S	**SELECT:** DISMOUNT/SELECT WEAPON/USE TOWROPE
S	**START:** PAUSE

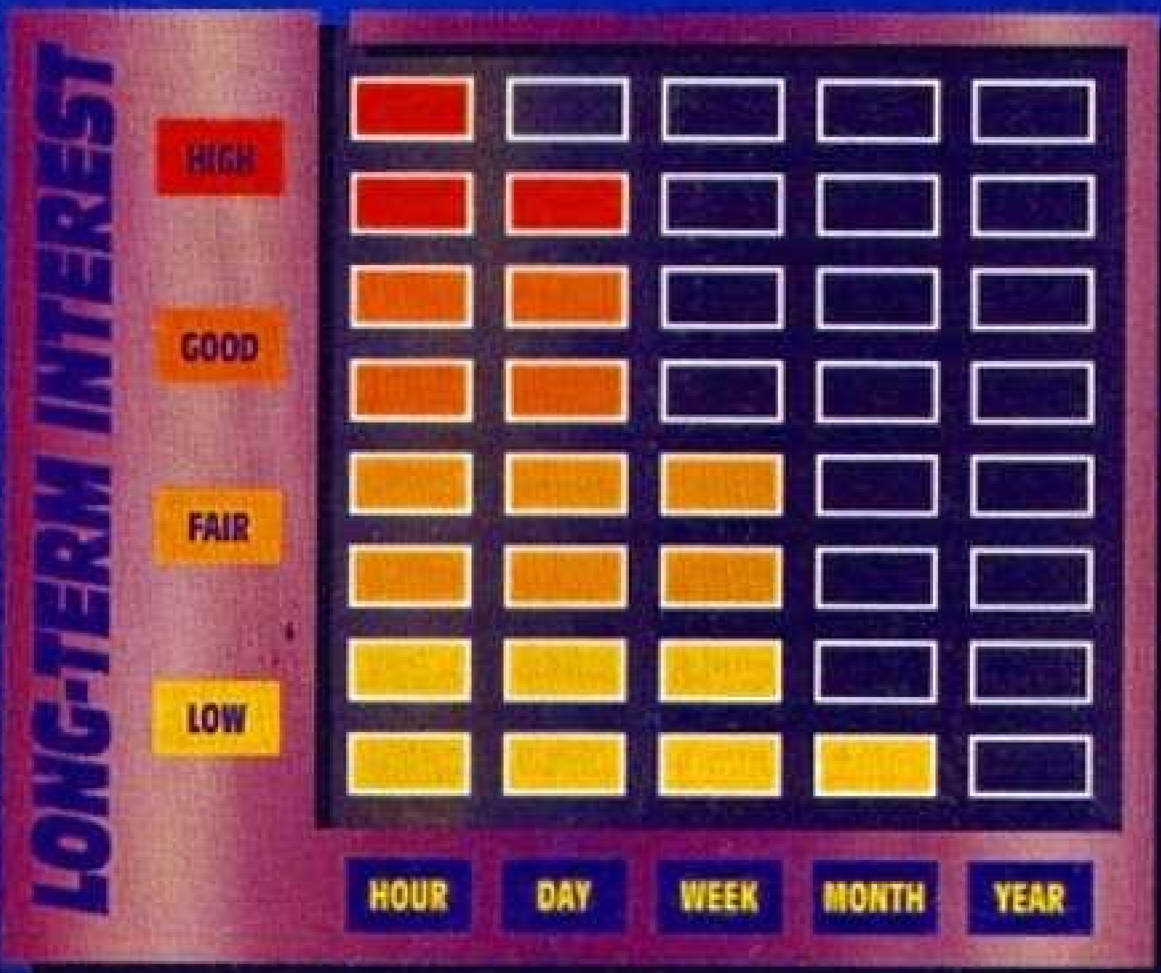
How To Play

The game itself consists of a variety of levels each with a different objective and playstyle. There are two main action strands. First are the platform levels. These take place in the Ice Caverns of Hoth, the rebel base, Dagobah and Bespin. The second gamestyle is a shoot-'em-up derivative. Examples of this are your one-man attempt to stop the walkers as they march on the rebel base, and further trigger-action in the skies of Bespin.



▲ The ice planet Hoth in all its frozen glory. Seated satride his trusty Tauntaun, Luke is searching for an Imperial Probe Droid which is set to give away the position of the rebel base to Lord Vader and his cronies. However, trouble also awaits young Skywalker in the form of a number of Hoth's less-than-friendly inhabitants. It's time to dig out that light sabre, methinks...





COMMENT

Contrary to what you may have been led to believe, this isn't the best thing since sliced Jedi. I admit to not having played Star Wars, but I think it has proved an advantage since no prior expectation has coloured my judgment. What I see is an average platform game, with some nice graphics, interspersed with a couple of shooting action levels, one of which is marred by repetitive action. That level is the Snow Speeder scene, which eventually comes down to using the same sequence of movements to destroy the AT-AT's. That, along with most of the platform levels is too long-winded for what it offers. The platform levels are big, but the objective of each is so simple that a singular route through each is easily deduced. The exploration is fun at the beginning, but you soon suss the early levels. The challenge is provided by having a single life, and being thrown back to the start of each level each time you die. If you can face repeating the early levels time after time, every session, you have more patience than me. The front end of the game is quite smart - the digi-pics and samples are good attempts, and I can see the intent to provide 'incidental' music by having short pieces playing occasionally. Let's put it into perspective, this is a reasonable game, with most appeal to Star Wars fans and platform-a-holics, but to suggest it writes its name in the gaming Hall of Fame is going a little overboard.

CAVERNS OF DOOM

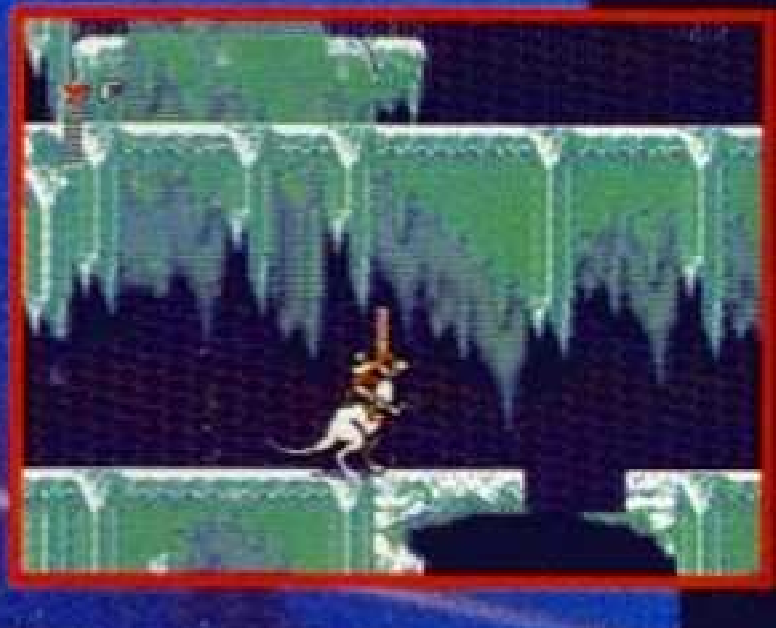
The first task of the eager young Jedi is finding the evil Imperial Probe, sent by the preposterously heinous Imperial forces. To do this means a platform escapade through the ice caverns of Hoth. These are inhabited by the Wampas, sort of bi-pedal polar bears with attitude. Two varieties of Wampi troll around the underground level. Small and flaming big. The small are only a nuisance, but the big Wampas can be very dangerous when they find you will not join in their elaborate mating ritual. Find a safe spot and deliver hefty taps with your lightsabre to repel their amorous approaches. Use the ice-floe rafts and icicle platforms to stay clear of the icy water, which would freeze the marrow in your bones. Making it to the second cavern inevitably means facing the probe itself, and all the thrills of an end of level laser-fight. Emerge victorious to find it's all in vain, the Empire knows of the base - to the Snow Speeder for act two!

A BUNCH OF WALKERS

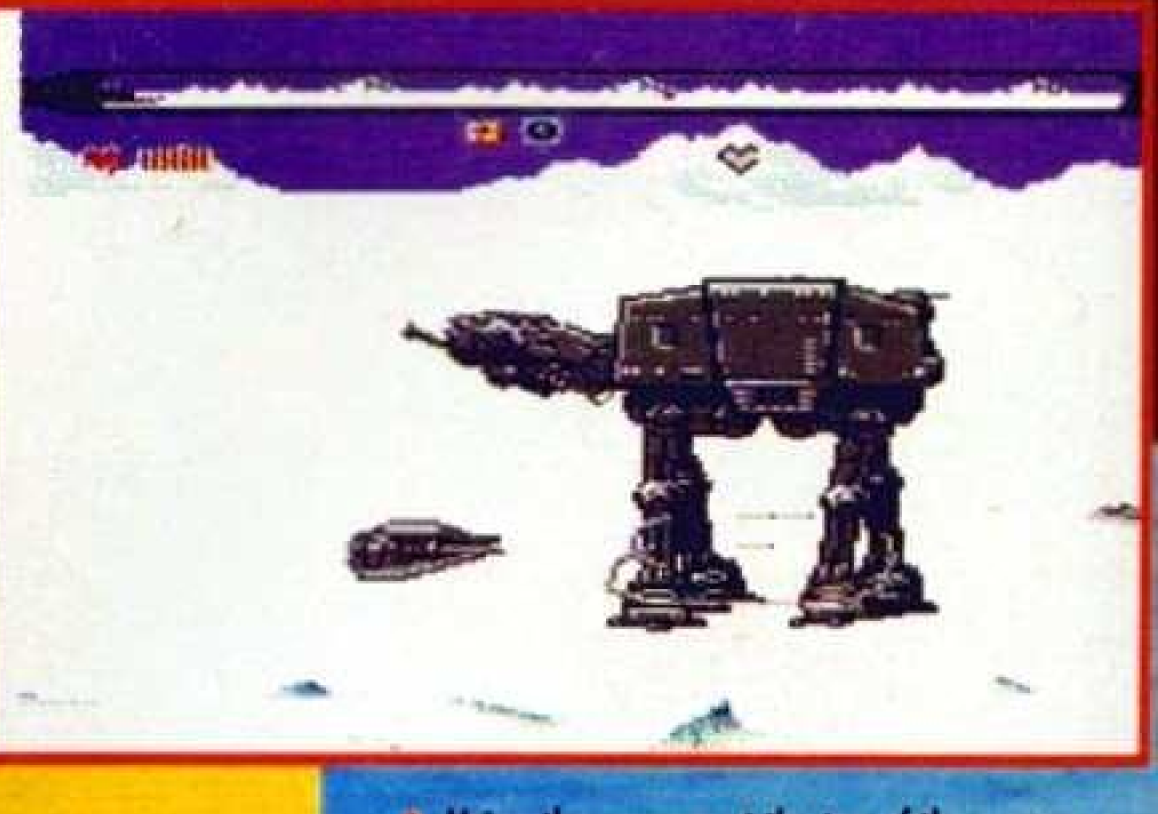
Unfazed by those cavern antics, you jump into the pilot seat of your snow skimmer and prepare to take on the might of the wicked Imperial Walkers single-handedly, as they march in convoy towards the rebel base, last outpost of liberty and common sense. The Snow speeder is a highly-manoeuvrable low-altitude craft equipped with a double laser gun (lentil strength) which takes a long time to make an impression on the massive four legged AT-AT's. Only after multiple hits do they collapse to their metal-jointed knees.

TWOCHERS DELIGHT

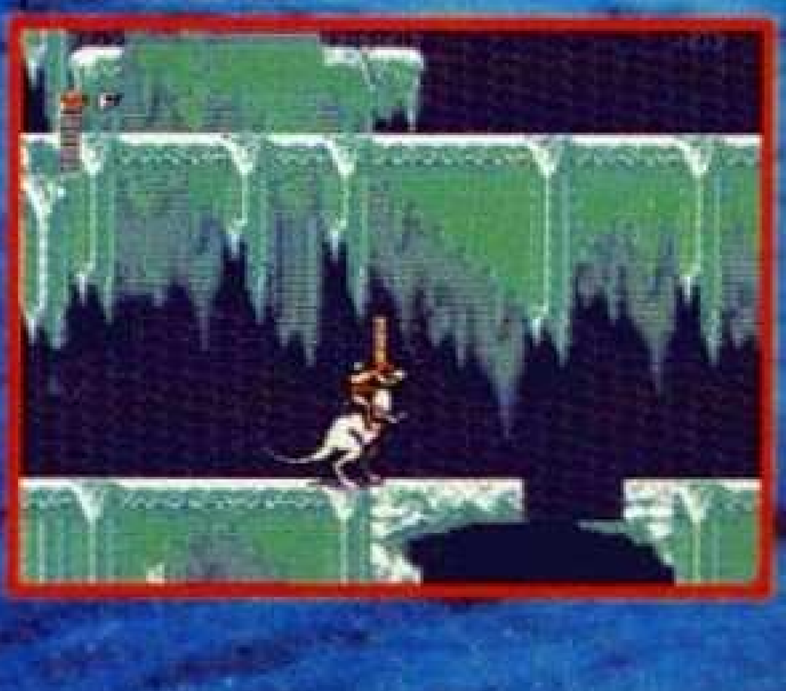
Should the heavy flak destroy your ship you have the chance to run along the snowy surface killing vicious stormtroopers, whilst looking for a carelessly floating ship for you to 'hotwire' for more dogfighting escapades! If, despite your best efforts, the nearest walker reaches the edge of the base compound the dastardly Darth Vader gives the order to fire, and destroy everyone. So don't let it happen.



▲ There are some areas on Hoth which prove too narrow for both Luke and his steed to enter. For these, Luke has to proceed on foot, slowing him down slightly. It also leaves him slightly more vulnerable when it copmes to attacks from the cave system's many nasties.



▲ Using the scanner at the top of the screen, Luke's X-Wing homes in on the advancing AT-ATs in an attempt to destroy the massive Empire personnel carriers.



RETREAT! RETREAT!

The Walkers have been destroyed, but the sheer weight of ground troops means the base has been overrun. Now you have to guide Luke through the chaos of the rebel outpost, searching for an escape craft to take him to the rebel rendezvous. The base is a maze of corridors swarming with enemy forces, including the smaller two-legged walkers. These have frightsome fire-power, but if you were able to get hold of one yourself, think of the damage you could cause. Your robotic chum R2D2 passes on the Princess' messages at important stages. Lifts take you to the higher levels of the base, which comprise of flight hangers. The supply boxes which litter the corridors provide adequate cover from the Imperial snipers who appear at every door. Make your way to the hangars, but expect this escape route to be well guarded.

MYSTICAL JUNGLE OF THE GREEN GURU

The voices in your head tell you to look for the little green man who lives on a jungle planet. Rather than seek treatment you decide to obey them and head for Dagobah. Wise choice adventurer! Here lives Yoda, ancient guru of the Jedi who once, hard to believe we know, hung out with Darth and Obi Wan, teaching them 'The Way'. Now you have come to persuade him to take one last student - but first you have to find the blighter! A cornucopia of forest life is out to devour you, including spiders, giant locusts, scorpions and yellow blob monsters. kill them all! Then swing on the creepers, a la Tarzan to come face-to-face with the diminutive teacher.

YOUR DESTINY REVEALED

After your education on Dagobah, you feel like a new man (oo-er). Best thing to do is go to the rendezvous of the rebel forces, on the neutral planet of Bespin. While the Diplomats try and persuade the sky-city dwellers to become their allies you can catch up with the Princess and Han Solo, have a few beers and a laugh or two. Cripes! The Empire has anticipated the Rebel plans and the first thing you face on reaching Bespin is an aerial fire-fight with the lethal TIE fighters. Emerge victorious and you have the chance to land and find out the situation. The final chapter is exposed as you search the labyrinth of the cloud city, searching for Darth Vader so he can sample the keen edge of your new Jedi powers.

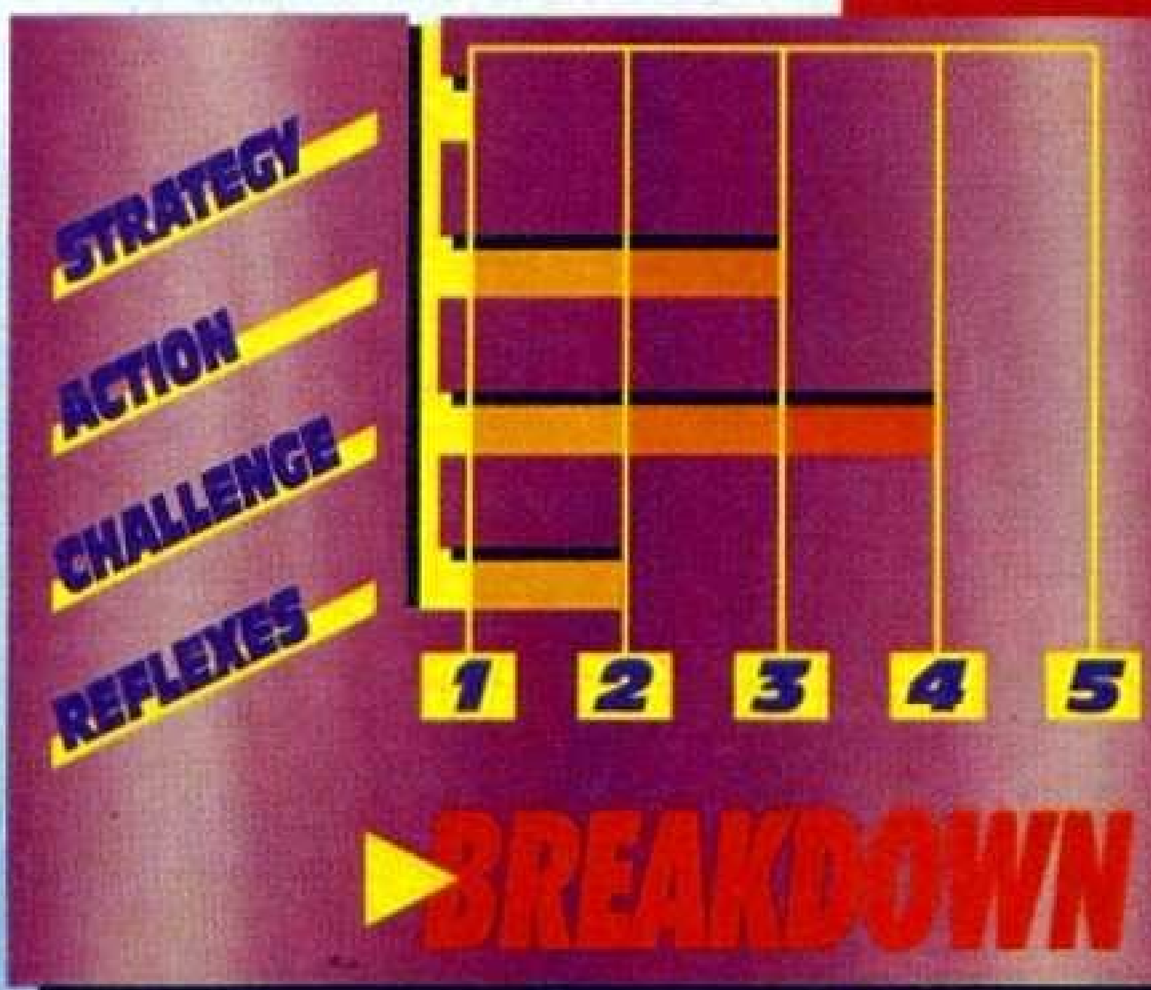
COMMENT

JAZ

Star Wars is one of my all-time favourite NES games, and therefore expectations of this sequel were very high. But while I didn't think Empire Strikes Back would be as good as its predecessor, I never once thought it would be as bad as this. On the face of it, the game looks neat. A similar implementation to Star Wars has been used, with the game unfolding in a series of scenes linked to the film. However, while the subject matter and plot behind the different levels is great, the way they play isn't. The first level is a fairly mundane platform scene which features laughable end-of-level bosses which take an age to kill, but offer virtually no resistance. The second sequence has similar problems, but it all really breaks down on the third, the Snow Speeder sequence. Here the monotonous, pattern-driven nature of the gameplay reveals itself fully - you simply have to fly at the correct level and keep on shooting the backs of the AT-ATs to complete the level. It's very tedious and dull and completely fails to capture the excitement of the film scene upon which it's based - what a missed opportunity! After that its back to the platform action and more boring roaming around... There's also another thing that annoys me. While I never really minded going back through the early scenes of Star Wars after my game had ended because they were so good, the same situation in this game has me tearing my hair out because they're so dull. A password system would definitely have helped. But to be honest, whichever way you look at it, Empire Strikes Back is a massive disappointment which holds little appeal - even for Star Wars fans.

JAZ

RATINGS



PRESENTATION

79

▲ Lots of little atmospheric touches that are typical of Lucasfilm

▼ A conspicuous lack of options, especially one to skip the long early stages

GRAPHICS

84

▲ A wide variety of colour and style. Some nicely drawn foes

▼ The occasional dismal effort - like the Wampa and its attendant flickering.

SOUND

76

▲ The repertoire of Star Wars themes gets a full airing, along with some OK samples

▼ Some of the FX are awful, sounding like noise interference, and the tunes sound thin.

LASTABILITY

76

▲ The platform levels are quite big, and provide the most challenge

▼ Alas, pattern play provides dull but effective solutions and interest soon fades away.

PLAYABILITY

61

▲ Initially the urge to explore and rapid progress makes it highly playable

▼ Having to re-complete long-winded levels on every sitting is a serious deficiency.

OVERALL

Hum-drum combination of shooting and platforming. A very poor effort, especially when you consider that Empire Strikes Back is arguably the best and most exciting of the three Star Wars films.

69

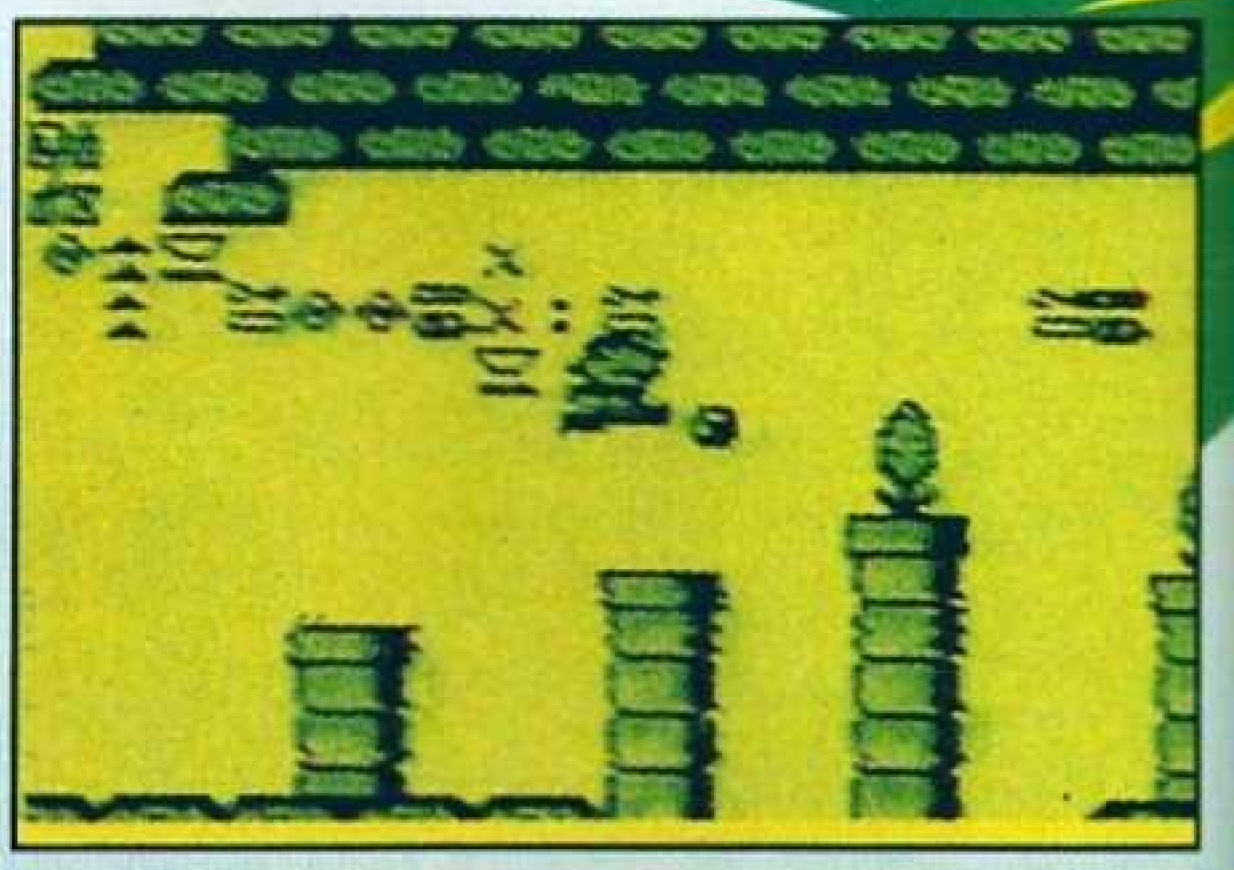
GAME BOY

1

SUPERMARIOLAND (non mover)

- **BY: NINTENDO**
- **PRICE:£24.99**
- **MEG:1**
- **GAME TYPE: PLATFORM**

Having reigned on top of the Gameboy chart since time started, there's still no sign of the Brooklyn plumber relinquishing his spot as top dog. Quite simply, Super Mario Land is THE best platform game for the Gameboy, and features an excelent mixture of platform and shoot 'em up themes. Mario is out to rescue the delightful Princess Mushroom from the evil clutches of Bowser who has retreated with her to his fortified stronghold - leaving loads of his cronies on patrol to protect him from our hero. Thus, loads of leaping and shooting frivolity follows, with dozens of power-ups and boss creatures awaiting our hero. With the sequel reviewed this month, though, will Mario Land II be the only game capable of knocking it from its pole position?



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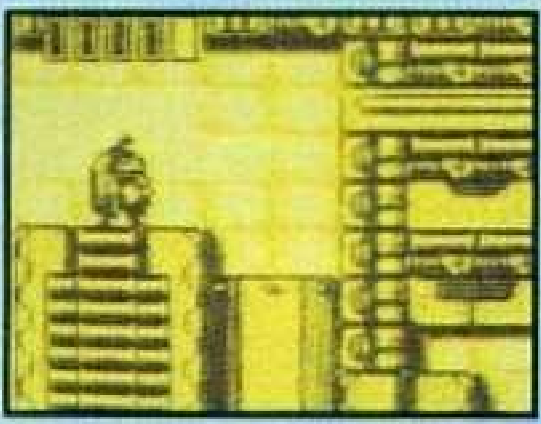


BATMAN (new entry)

The Dark Knight's first Gameboy adventure is set across a series of scrolling scenes, which pits the Caped Crusader against the evil Joker. Based loosely on the film, the game starts as a platform romp with Batman felling wave after wave of The Joker's men, before unveiling the Batmobile for a fast-paced shoot 'em up scene.

- **BY: KONAMI**
- **PRICE:£24.99**
- **MEG:1**
- **GAME TYPE:PLAT FORM/SHOOT 'EM UP**

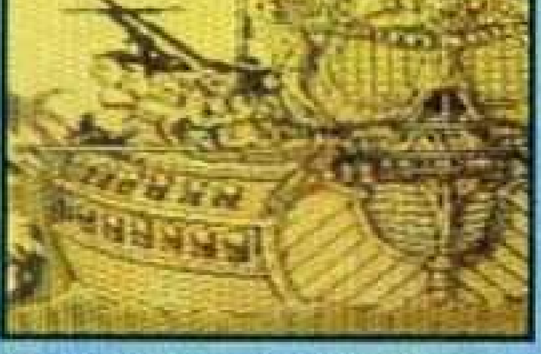
3

HOME ALONE (new entry)

Based on the ever-popular Macauley Culkin film, Home Alone casts the player as the nauseous brat who has been left at home while they jet off on holiday. As two hapless burglars try to strip the place bare, you are set the task of thwarting their plans by leaving traps in the number of flick-screen

- **BY: THQ**
- **PRICE:£24.99**
- **MEG:1**
- **GAME TYPE:ARCADE/ ADVENTURE**

4

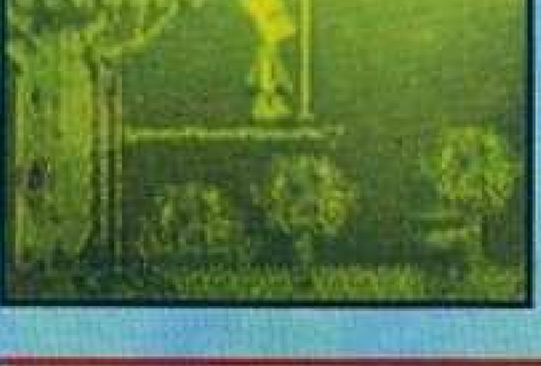


HOOK (down)

Yet another film licence hits the Gameboy, as Steven Spielberg's interpretation of JM Barrie's Peter Pan reaches out monochromatic screens. The game follows Ocean's familiar platform-laden path, as Peter attempts to rescue his kids from the evil Captain Hook.

- **BY:OCEAN**
- **PRICE:£24.99**
- **MEG:1**
- **GAME TYPE: PLATFORM**

5



BART SIMPSON'S ESCAPE (down)

Bart has been dumped at a Stalag-style holiday camp whilst Marge and Homer get away from it all. As Bart, are you up to making your way across screen after screen of platform fun and, eventually, get past the camp leaders and escape to freedom?

- **BY:ACCLAIM**
- **PRICE:£24.99**
- **MEG:1**
- **GAME TYPE:ARCADE/ ADVENTURE**

6 (new entry) **WWF**

7 (new entry) **TINY TOON ADVENTURES**

8 (new entry) **ADDAMS FAMILY**

9 (new entry) **BUGS BUNNY**

10 (down) **DUCK TALES**

THE OFFICIAL TOP 10

Nintendo®
MAGAZINE SYSTEM

CHARTS

Welcome to THE official Nintendo charts. Covering the Super NES, NES and Gameboy, this is the only place to find out who's buying what in the UK...

NINTENDO

1. **ADDAMS FAMILY** (new entry)
2. **SUPER MARIO BROS 3** (down)
3. **RESCUE RANGERS** (down)
4. **WWF** (gone up)
5. **TRACK AND FIELD II** (Re-Entry)
6. **TINY TOON ADVENTURES** (new entry)
7. **HOOK** (down)
8. **THE FLINTSTONES** (new entry)
9. **ADVENTURES IN MAGIC KINGDOM** (new entry)
10. **TURTLES II** (down)

SUPER NES

1. **STREET-FIGHTER II** (new entry)
2. **SUPER PROBOTECTOR** (new entry)
3. **ZELDA 3** (new entry)
4. **SUPER ADVENTURE ISLAND** (new entry)
5. **ADDAMS FAMILY** (down)
6. **LEMMINGS** (new entry)
7. **SUPER SOCCER** (no move)
8. **FINAL FIGHT** (down)
9. **UN SQUADRON** (down)
10. **F-ZERO** (down)

stre
figh

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Street Fighter II
CAPCOM
SUPER NINTENDO
ENTERTAINMENT SYSTEM
PAL VERSION

STREET FIGHTER II

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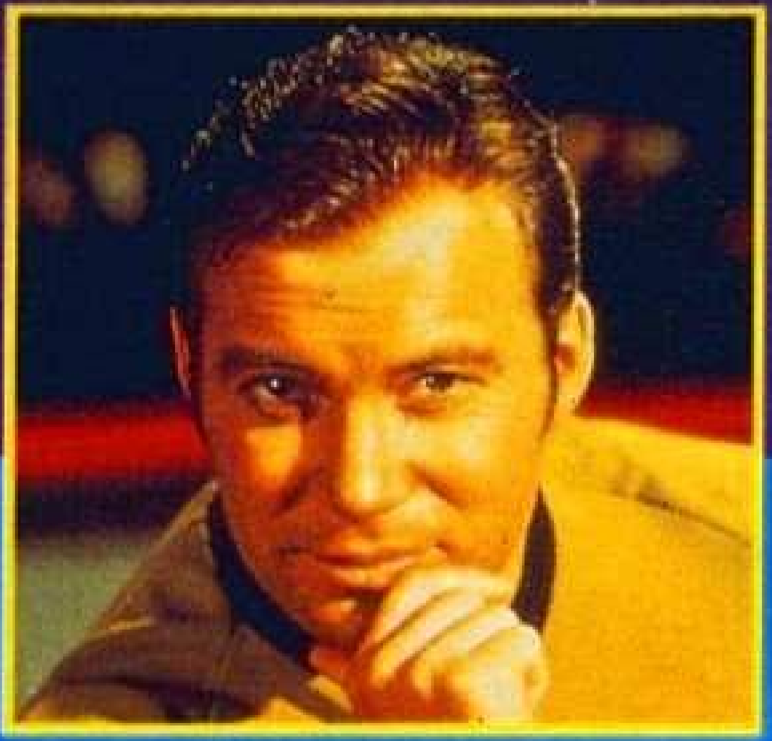
1
PLAYER

2
MEG

RPG
GAME



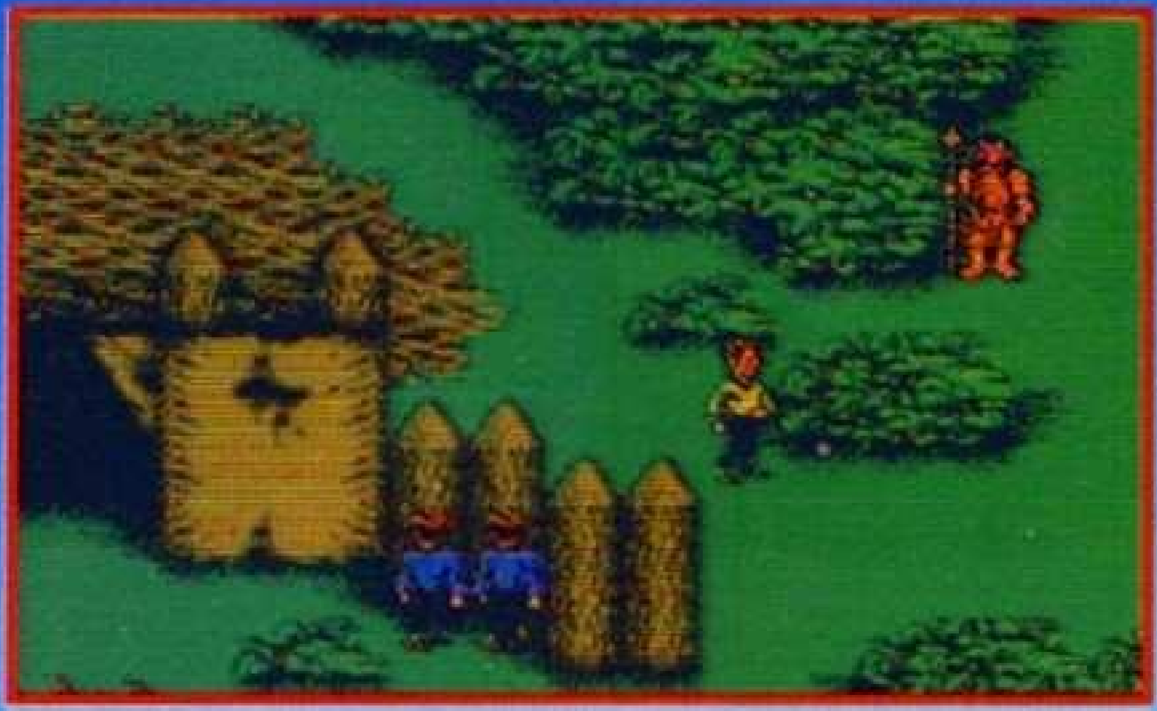
STAR

PRICE:£39.95
BY:IMAGINEER

RELEASE
NOV
CONTROL
JOYPAD
GAME DIFFICULTY
MEDIUM
CONTINUES
N/A
SKILL LEVELS
ONE
RESPONSIVENESS
OKAY
1ST DAY LEVEL
SECOND MISSION
ORIGIN
Oddly enough, Star Trek is based on the highly successful 60's television series of the same name. Lumme strike a light!

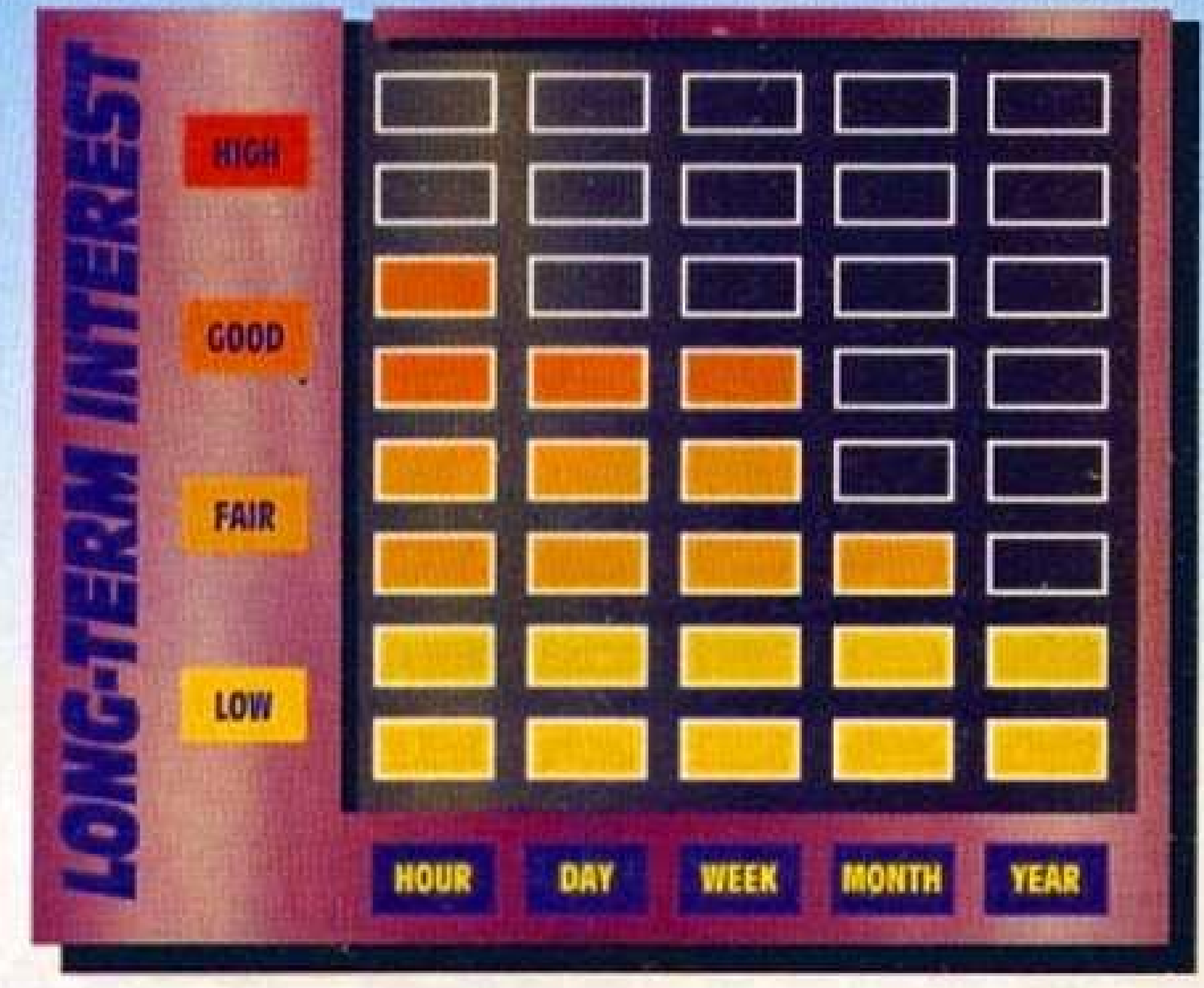
While your mother might well be distressed if you, say, ripped your new trousers, such a disaster pales into insignificance when compared with the blundering errors made in a warp experiment. Here, it's not denim, cotton, or wool that's been ripped, but the very fabric of time and space! For the crew of the USS Enterprise this spells trouble, and, as a result of the experiments, they are catapulted across the Galaxy and into the deepest reaches of uncharted space. All is not lost though. Providing the Enterprise crew find some Dilithium crystals, return to the Sigma Iotia system from which they were dragged, and repair the rip in space before it destroys the entire galaxy, they can then return to Hollywood and make the seventh film.

Trekkies are invited to boldly go where few NES games have gone before - into the world of the RPG. Assuming the role of Captain Kirk, the player must guide the crew of the Enterprise in the search for Dilithium to get them home. Fortunately for Kirk there is plenty of help to hand, coming in the shapes of those smarty pants' Spock, good ol' Doctor McCoy, spanners specialist Scotty, and all the other famous faces of the Enterprise. On board the ship the crew is always available to report anything of interest, and Chekov and Sulu are ready to set course for an unexplored planet, providing the Enterprise has the fuel to make it there. So beam down and get boldy exploring!



SEEK OUT NEW LIFE. AND NEW CI

EXPLORE STRANGE, NEW WORLDS.



FRIENDLY FACES

As good a Captain as Kirk is, there is no way he can accomplish his mission alone. Fortunately, he is accompanied by the best officers at Starfleet's disposal. Only by utilising the skills of these people does the mission stand any chance of succeeding. Here is a summary of their duties:

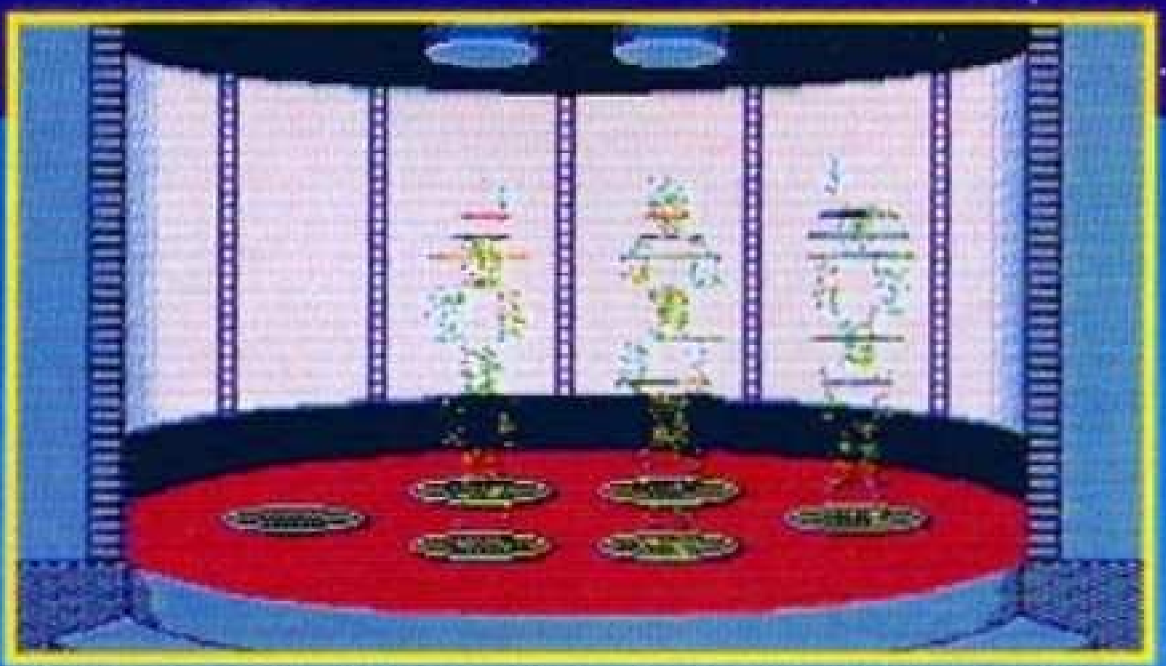
CHIEF ENGINEER SCOTT (Engineer)
"Scotty" is the man who keeps you informed about the state of the ship's engines and fuel levels. His spanner wizardry is also essential for repairing the ship should it suffer any damage following a fight.

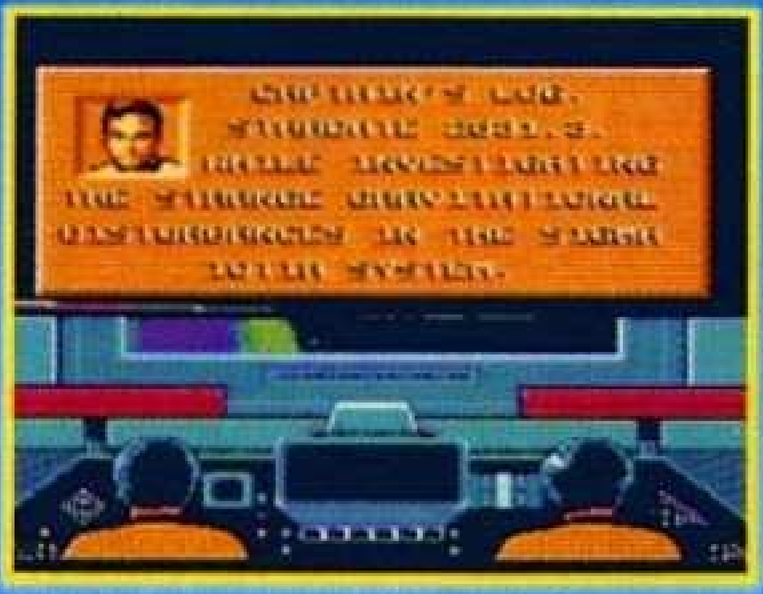
Dr McCOY (Medical Officer)
If any medical speciality is needed, "Bones" is the man. He sees to any injuries which occur, but don't expect him to get involved in fighting of any kind.

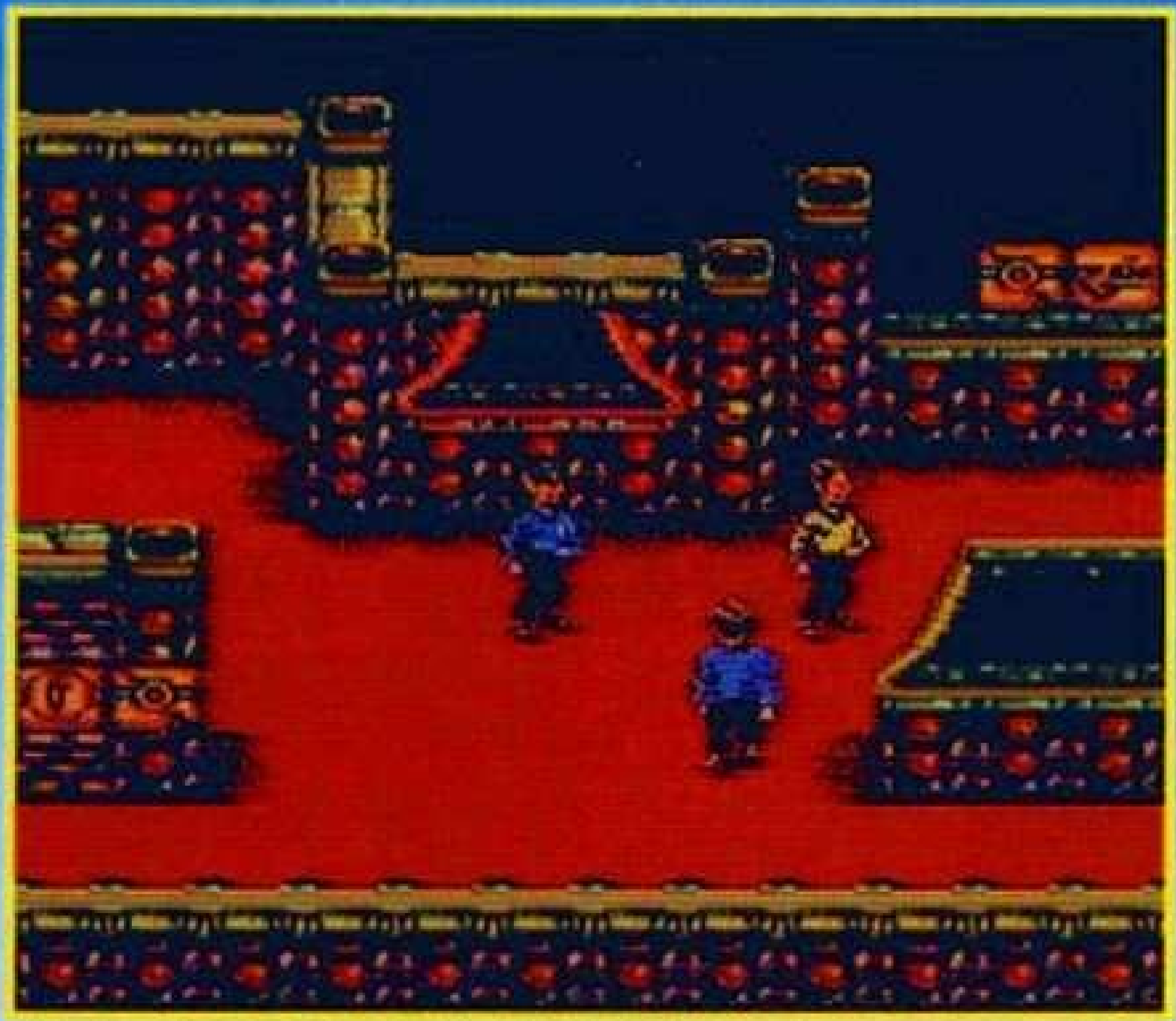
COMMANDER SPOCK (Science officer and First Officer)
Spock's the guy with ears so famous they should contemplate a solo career! This half-Vulcan has intellectual and logical capabilities that would put Einstein to shame. Consult him regularly.

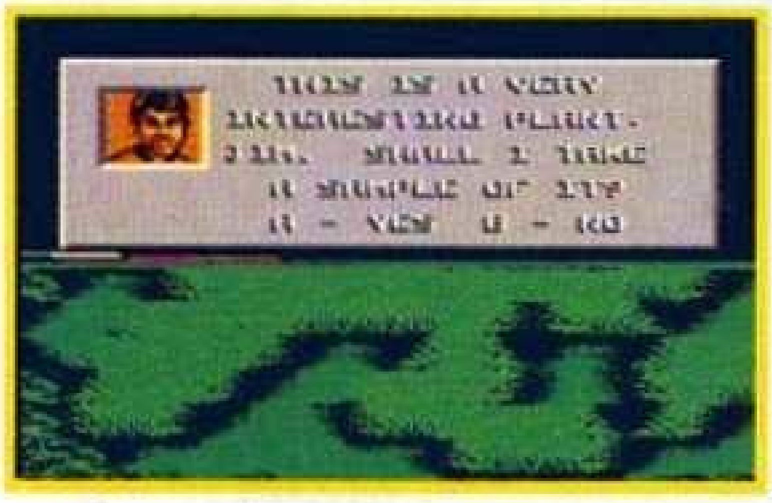
LIEUTENANT UHURA (Communications)
If any alien life forms try to communicate, Uhura is able to translate. It is her job to open up frequencies so that any intelligent species within range can make contact.

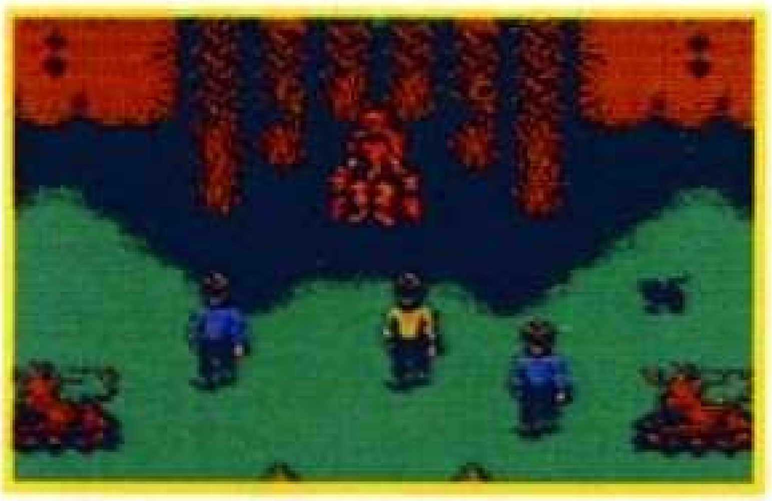
TREK

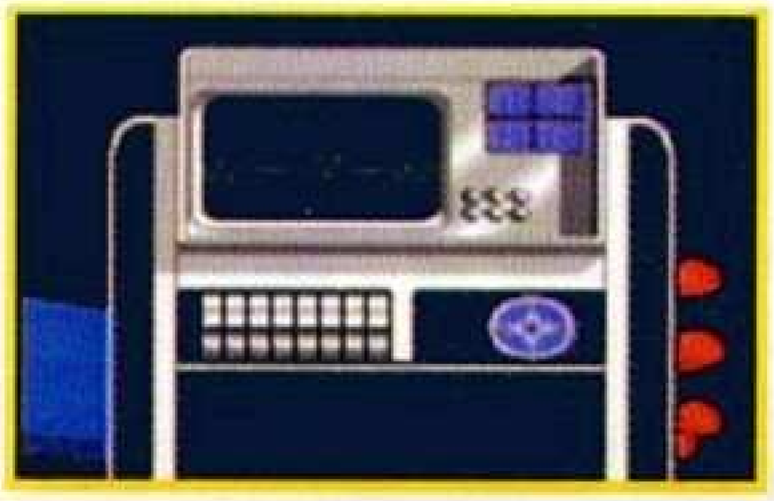












How To Control

MOVES LANDING CREW IN FOUR DIRECTIONS

MOVES SELECT BOXES IN OPTIONS WINDOW

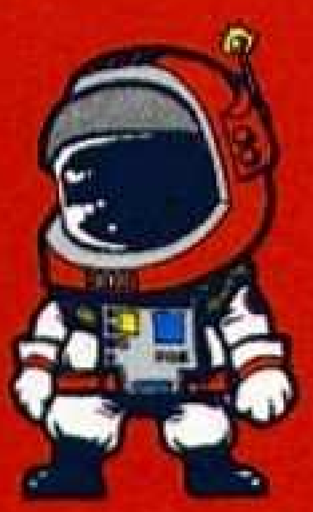
TURN TO FACE DIFFERENT CREW MEMBERS ON THE SHIP. DIRECTS SHIP DURING COMBAT.

A	Enters selections in Option window. Activates Tricorder on planets. Speeds through text on ship. Fires phasers in ship combat.
B	Fires phaser on planets. Fire Enterprise's photons.
S	**SELECT:** On planets it displays player's health.
S	**START:** Calls up the options window for planet and ship.

How To Play

The Enterprise must explore planets and seek out Dilithium crystals to fuel the ship and return to Federation space. Once there, the objective is to seal the hole that has ripped open the fabric of space.

COMMENT



JAZ

Firstly, I suppose we should start by being thankful that this isn't another NES platform game. Making Star Trek an adventure game was in fact a very good idea, as it gives it the scope to incorporate most of the elements that made the TV series so popular - ie. the sense of exploration and discovery, the excitement of a battle with an alien vessel, and the many riddles. The question is: does this game succeed in making an entertaining interpretation of the Star Trek saga? The answer is a lukewarm "yes and no". The graphics succeed in making most of the characters instantly recognisable and a lot of familiar backgrounds from the TV series are also in evidence. The dialogue also manages to capture the atmosphere of the series, with all of the classic phrases everyone knows. The number of brain teasers dotted about the game are almost certainly likely to keep you racking your brains, and this is by no means a game you'll get through quickly. The in-game options menus are fairly extensive and offer plenty of possibilities, keeping you regularly informed of the state of play. The downside is that there are a number a frustrating elements in this game. To begin with, when Kirk is forced to return from a planet because of injury or some other reason, getting back to where you were involves suffering the same old dialogue and teleport procedure. While the crew of the Enterprise might be masters of logic, leadership and combat, they can only turn at 90 degree angles when they move! I could excuse these flaws if the game was spiced with plenty of thrills and spills, but it gets dull very quickly. Combat with other ships is a slow and routine procedure, and this is symptomatic of the game's sluggish tempo. A game like this depends very much on whether you're a devoted "Trekkie". If you are, you're bound to get some fun out of this. If, like me, you're not, you might be left feeling that while there are some diverting moments, as far as games go, this isn't the final frontier.

BRIDGE ACTION

When another vessel is in the area, the ship's sensors detect it. By using the Communications button you might try to talk to it. Should the vessel not respond, or if its response is hostile, it is time to sound the Red Alert and prepare for combat. At the helm, next to Sulu, is a red indicator which points in the direction of the nearest enemy. The next decision is whether to fire phasers or photon torpedoes, the difference being that the torpedoes need to be locked in to the oncoming ship. Also displayed on the is the shield status of both the Enterprise and its enemy.

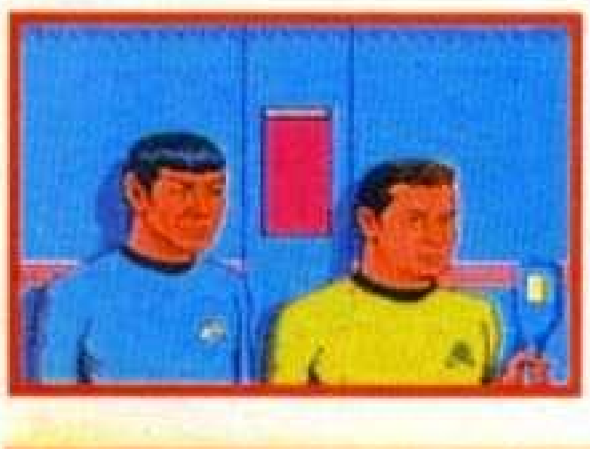
SPECIALISTS

When Captain Kirk beams down to planets, he also has the opportunity to take along specialists in biology, geology, history or security. If there are Dilithium crystals on the planet, for example, it may be a good idea to take the geologist. Alternatively, the biologist is the expert where plant life is concerned. Only by trial and error can you decide which crew members are best in what places

COMMENT

PAUL

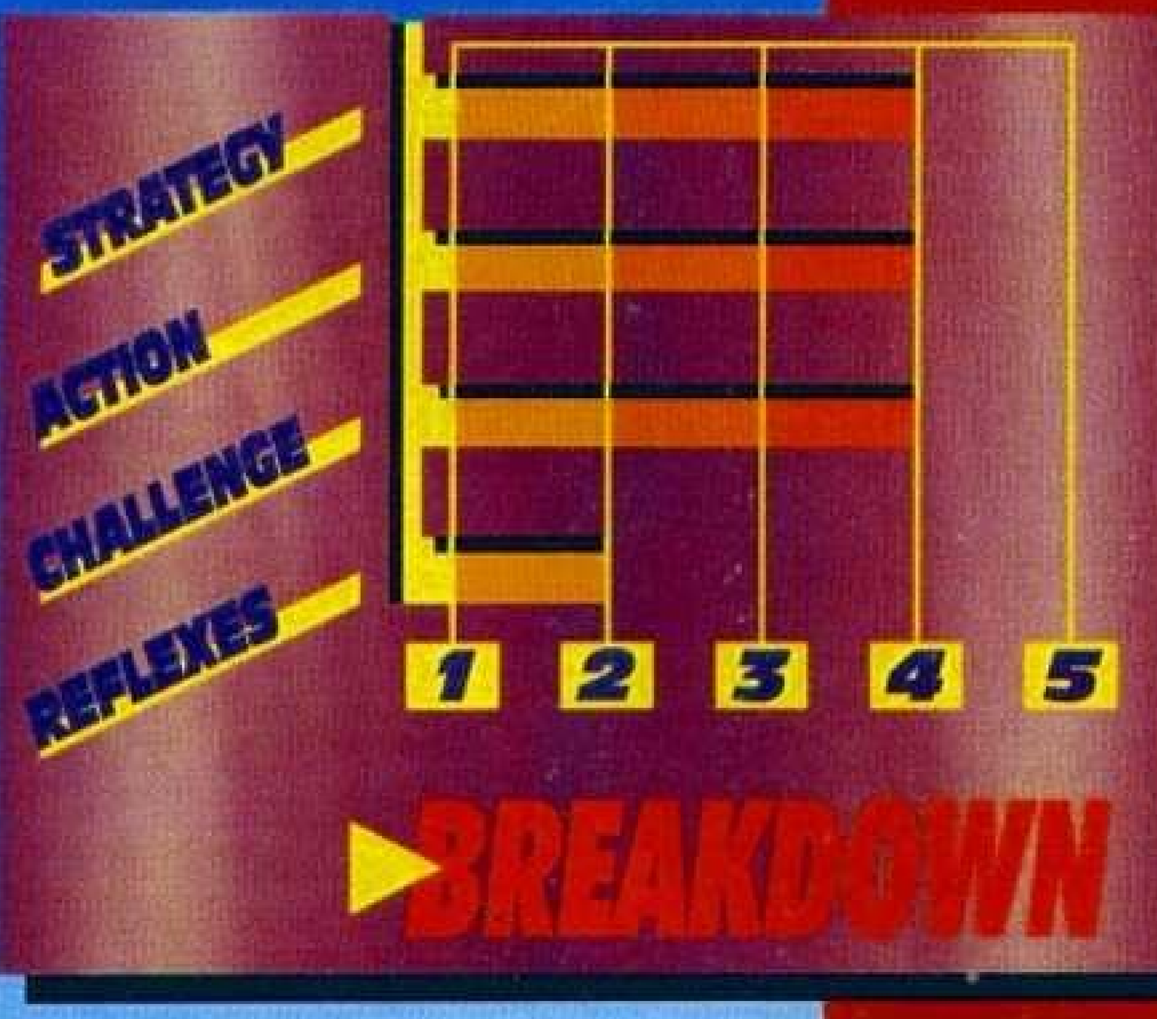
My first impressions of Star Trek, were not of wonderment and joy. In fact, I found it to be quite tedious and very frustrating. Don't get me wrong, I am a patient kind of guy, but trying to guide a group of awkward, comically-animated trekkies over dull, badly-drawn planets isn't my ideal of a fun pastime. To be fair, the game's designers have gone to a lot of effort in order to reproduce the formula of the classic TV. series. But I also know that the price you pay for this privilege isn't cheap and at least one Star Trek fan in the building was disappointed with the sights and dreadful sounds that prevail throughout the game. The music is so sad that I resigned myself to playing with the sound turned off. With regards to the puzzle and exploration elements, both are marred terribly by the unfortunate ramblings of the computer-controlled crew members, who frequently blunder headlong into traps, death, etc... The result is inevitably a trip back to the ship and a tedious repetition of the whole process. Yawn. As I say, Star Trek die hards may find their own amusement with this, but those people looking for better examples of an action/adventure would be far better off with something like Zelda.



RIDDLED WITH RIDDLES

When Kirk and his fellow crew members beam down to a planet, progressing is often quite troublesome. Take frequent Tricorder readings to assess the surroundings, pick up anything that can be picked up and try talking to anyone who happens to be around. It is well worth having a pen and paper handy to take down anything that might come in useful later. Often riddles or puzzles in the game refer to things you may have already passed.

RATINGS



PRESENTATION

71

▲A much-needed password system and familiar title screen intro.

▼ No other options.

GRAPHICS

75

▲ Well-drawn sprites and recognisable backdrops.

▼ Very poor animation.

SOUND

55

▼Sound effects are poor and the tunes are very sad indeed.

LASTABILITY

66

▲There's plenty there..

▼..but the game is dull and it doesn't take long to get bored of it.

PLAYABILITY

70

▲.Easy-to-use options menu and simple controls.

▼ The computer players are stupid and fall into traps easily.

OVERALL

On the whole, a mediocre Star Trek interpretation whose novelty rapidly wears off. The lack of excitement means most players soon lose interest, but Star Trek fans are likely to get more out of this than most.

68

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X A Y B
R
L

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1
PLAYER

1
MEG

PLT
GAME

SUPER MARIO LAND™
6 Golden Coins™
2
©1992 Nintendo

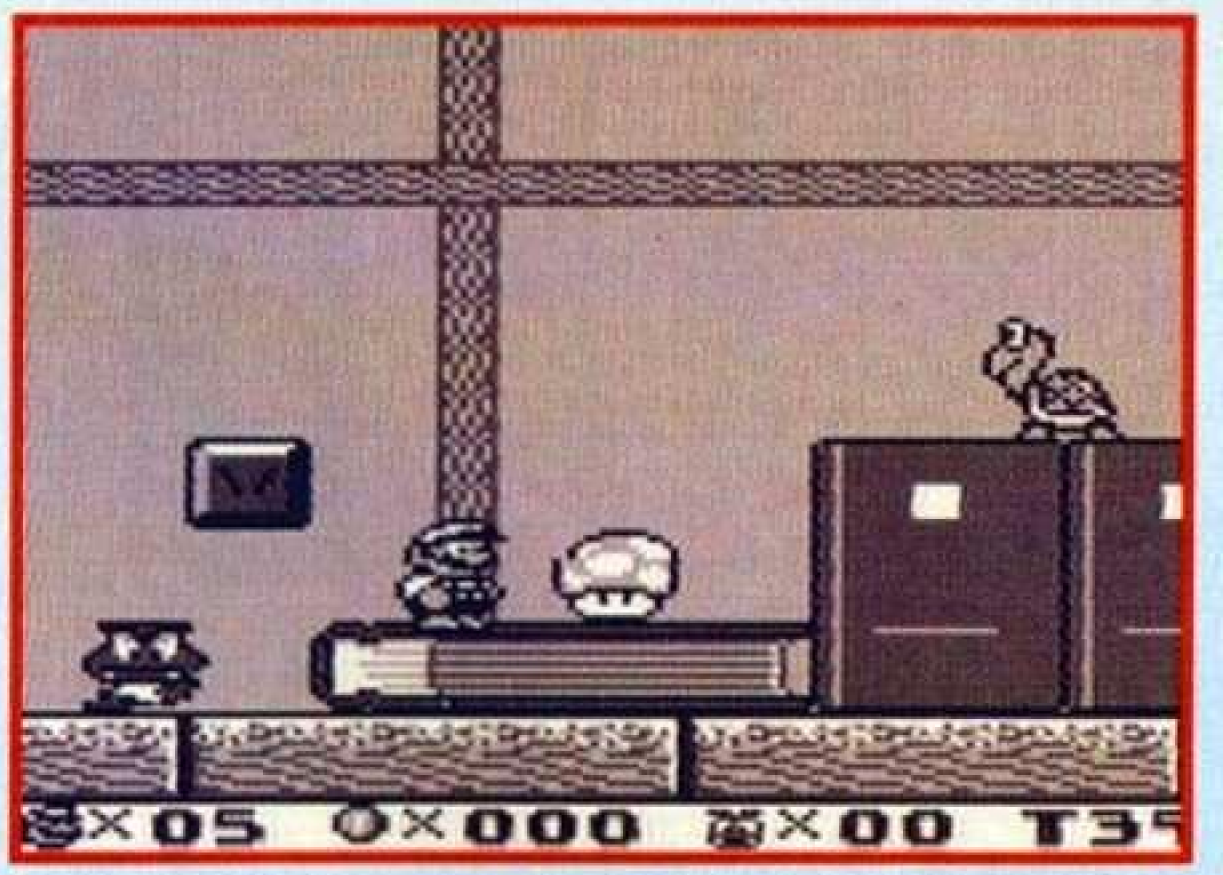
PRICE:£24.99
BY: NINTENDO

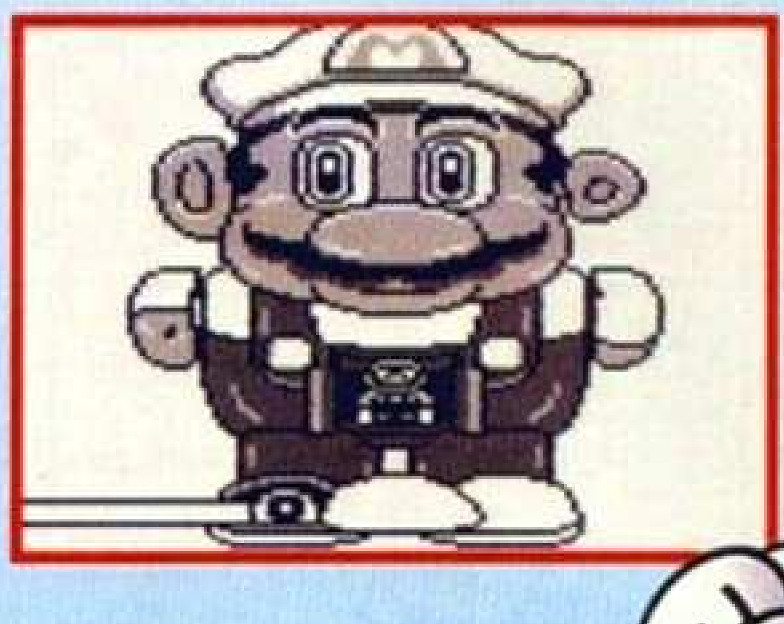
RELEASE
JAN
CONTROL
JOYPAD
GAME DIFFICULTY
EASY/AVERAGE
CONTINUES
SAVE GAME
SKILL LEVELS
ONE
RESPONSIVENESS
GOOD
1ST DAY SCORE
GET SIX COINS
ORIGIN
Nintendo's leading light, Mario is quite simply the most popular video game character ever. Since his NES debut six years ago, he has appeared in a succession of platform games, of which this is the latest.

Fresh from his rescue mission in Super Mario Land, that most famous of plumbers has returned for another session of leap-related lunacy. Once again, the hapless Princess Mushroom has been kidnapped by that spiny-backed blackheart, Bowser, and the door to her gaol requires six magic coins to be inserted into its frame before she is be released. Thus, armed with a map of the mystical kingdom, you are charged with guiding Mario from location to location in his quest for these special coins.

It's not going to be easy, though. Bowser's legions of Koopa guards have been joined by even more weird and wonderful creatures, and these tie in with the general 'theme' of each level. These range from a foray through a sunken ship to a trip up Mario's body, and awaiting the little plumber's attentions at the end of each stage is a larger Boss creature.

As expected from a Mario game, our hero is armed with his extraordinary jumping abilities, and these are supplemented by further additions which lay hidden in floating blocks which punctuate each stage. As well as the customary firing abilities and 'Super Mario' features, he also has access to a rather snazzy hat which not only elongates his jumps, but bestows the basics of flight upon him, too. With six worlds to conquer, though, it looks like it could be a long night.

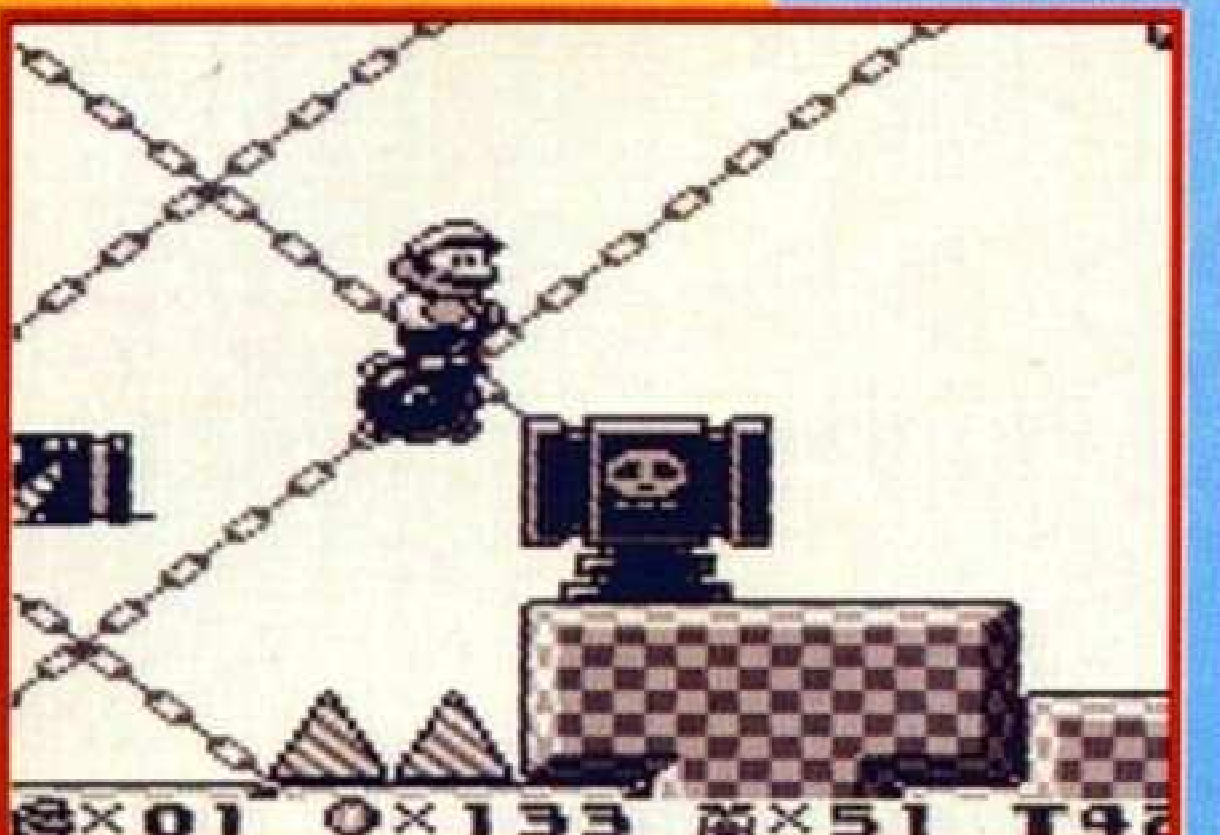


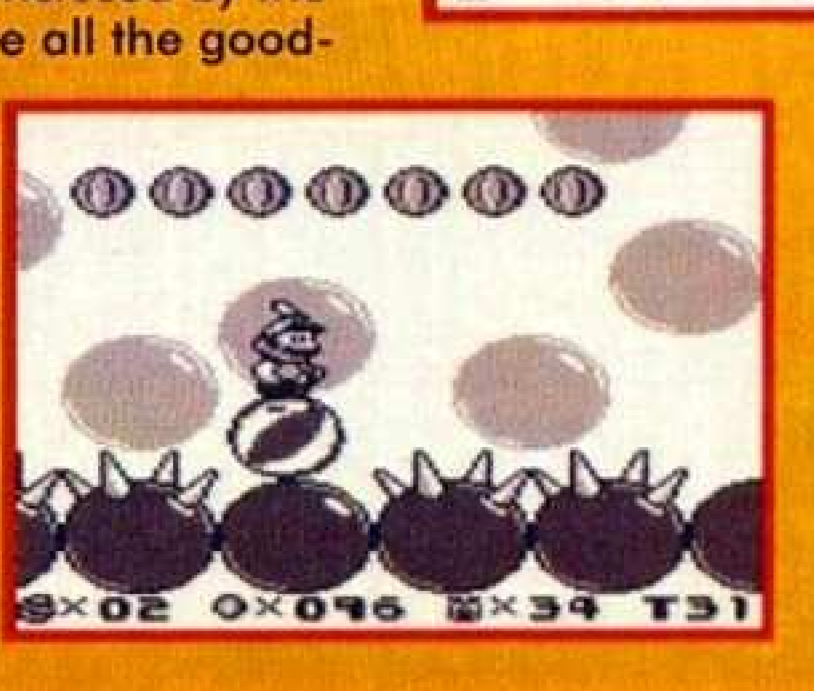


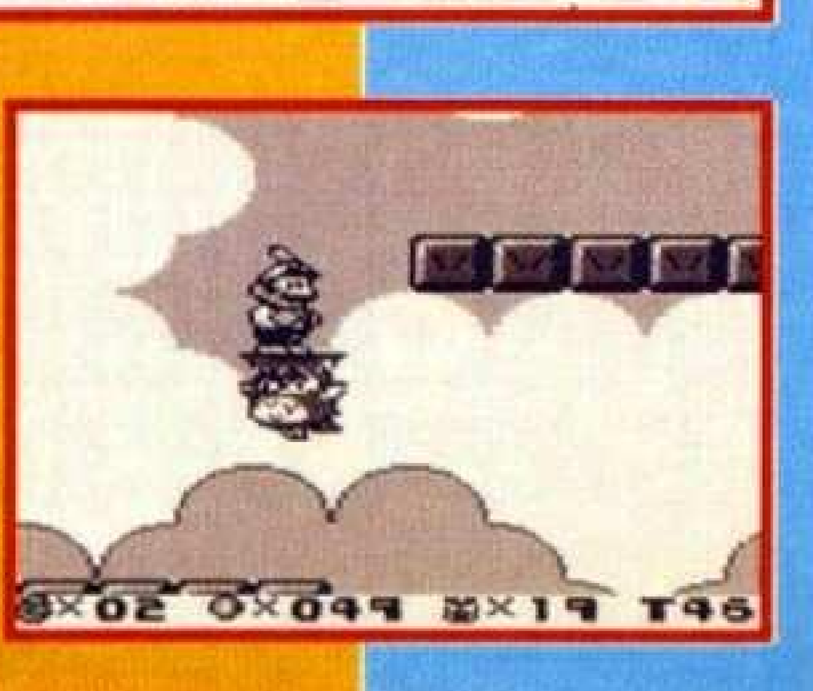
SUPER MARIO LAN

IS IT BIRD? IS IT A PLANE?

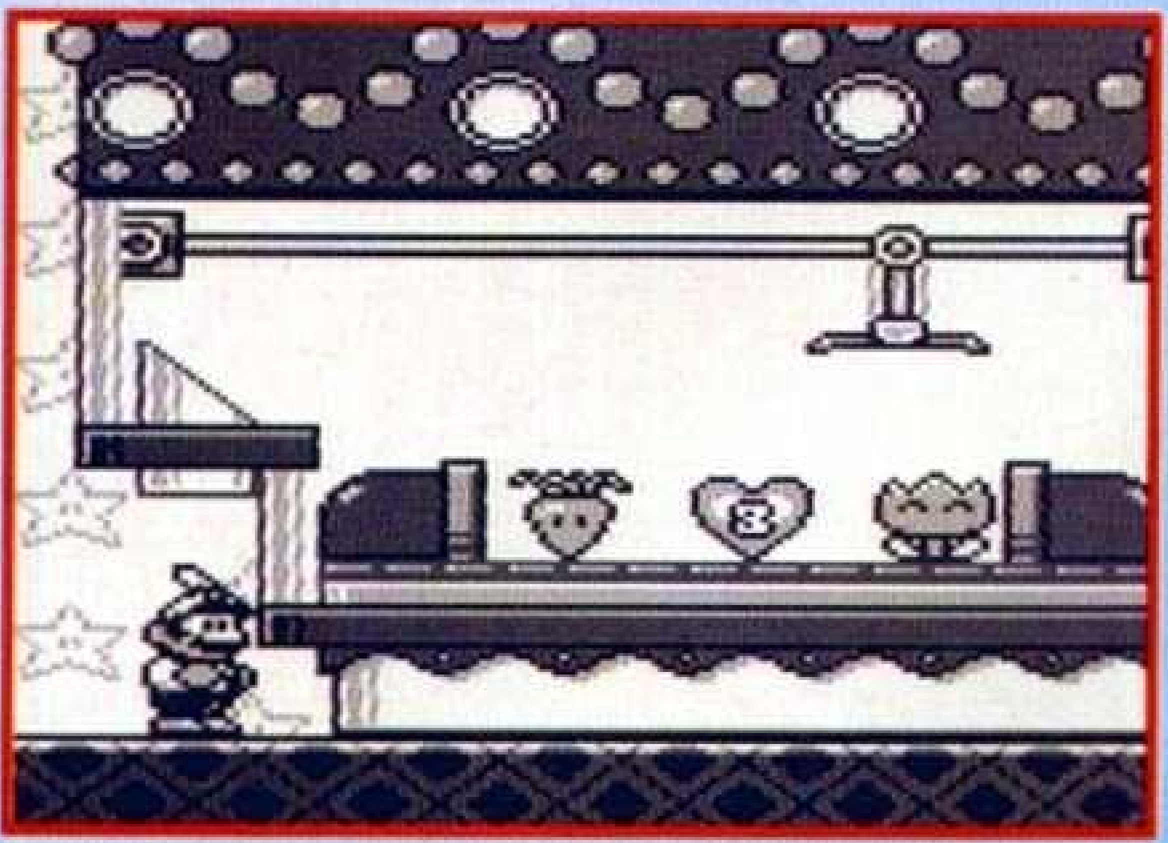
Although Mario took to the skies and seas briefly in the original Mario Land, these areas play a larger part in the sequel. Several stages are set within a large sunken boat and, although Mario proves to a a top-class swimmer, he also has the ability to walk (albeit slowly) underwater, and his firing capabilities are slowed slightly, too. As far a skywards journeys are concerned, he has a number of options at his disposal. In addition to the expected moving lifts and clouds, one level features a large bubble-blowing Hippo. If Mario stands on its head, he is instantly enclosed by the Bubble and floats upwards to where all the goodies are waiting. And if this wasn't weird enough for you, wait until you explore the stomach lining of a whale and the inside of Mario's trousers...

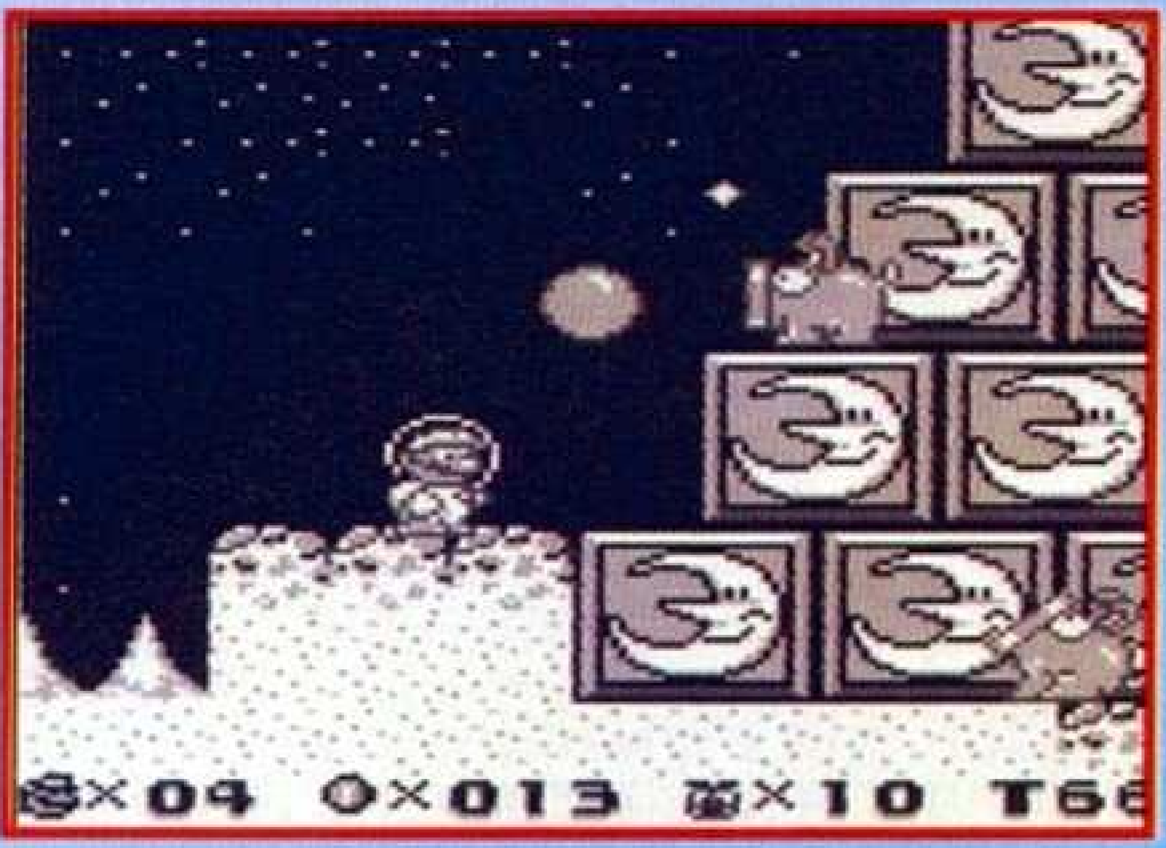


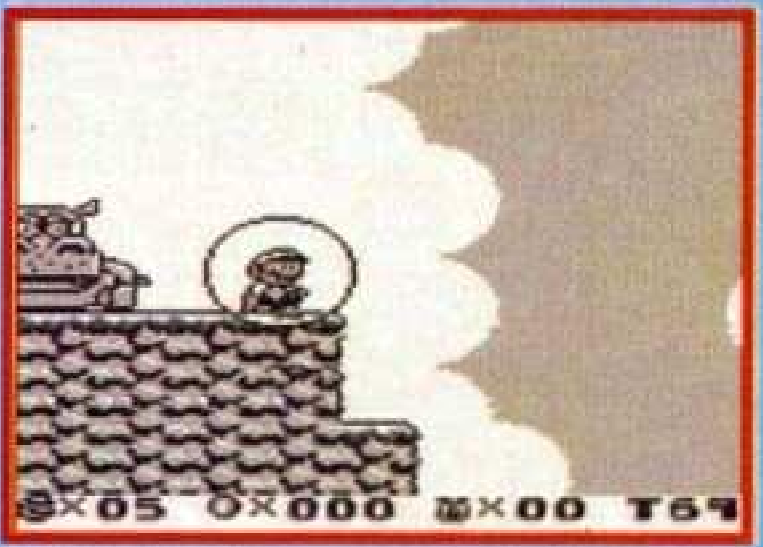




▲ A few examples of the many forms of transport which the Brooklyn plumber has at his disposal: a beach ball, a flat-headed owl, and assorted machinery...







▲ Each stage contains two bells, the first of which acts as a restart point when it is touched, and the second giving access to a special bonus room. There are two of these: the first features an electrical circuit which Mario manipulates to gain assorted power-ups, and the second where he grabs goodies with a crane.

6 GOLDEN COINS
2

EXTRA, EXTRA - READ ALL ABOUT IT!

On his way to the exit, a number of bells have been strategically-placed in hard-to-reach parts of the screen. If Mario goes to the trouble of reaching it, he is whisked away to one of two special bonus screens, whereupon he is invited to top up his special powers from the inventory below:

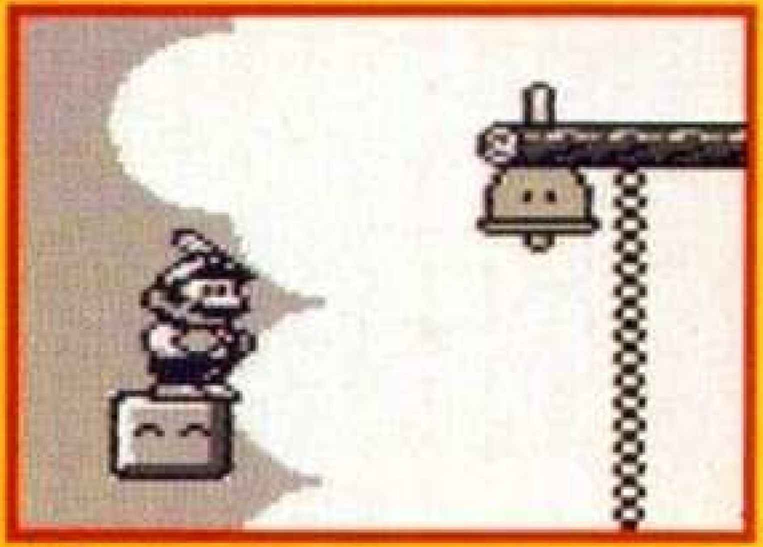
FLYING CAP: Resembling a baseball cap, the incongruous wings sticking out of the side of this fashionable head attire extend the length of Mario's jumps, and bestow limited flying abilities upon him which are effected using the jump button.

FLOWER POWER: As in the first game, this gives our hero the ability to lob balls of fire at any oncoming creatures, killing them instantly.

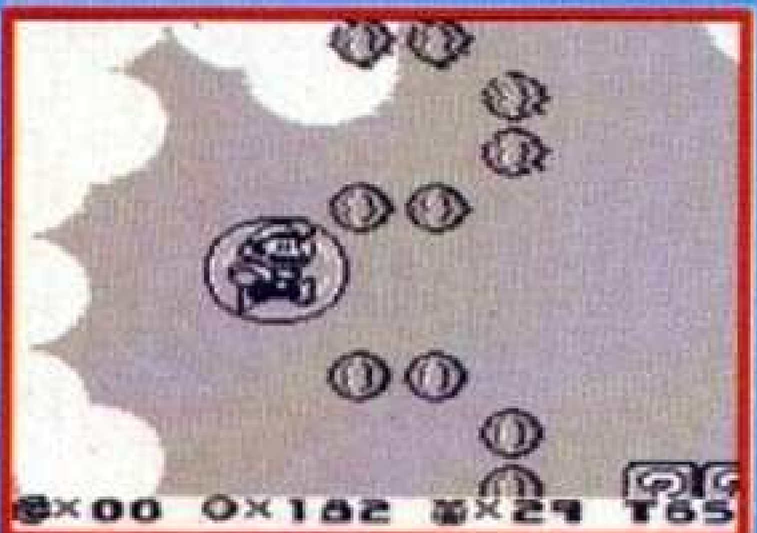
MUSHROOM: If you are a fan of the Mario series you'll already be familiar with this fungi's properties. On collection, it transforms Mario into Super Mario, although its powers are lost if he comes into contact with a nasty.

HEARTS: Quite rare, these are either found on their own or escorted by a weird long-legged bloke. Touching them adds them to your inventory, and there also extremely rare ones which add three lives to your stash.

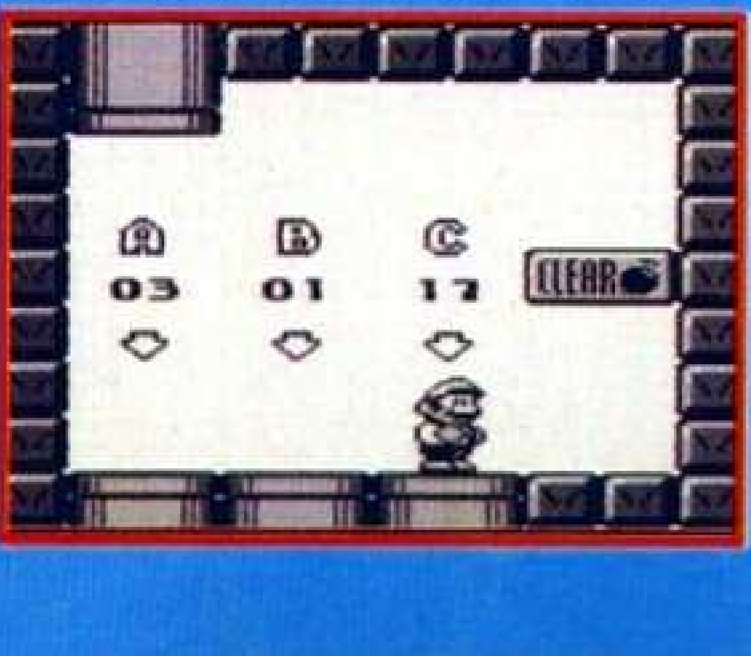
MONEYBAGS: Inconspicuous bags of cash which have an M marked on them and add 50 coins to his already-bulging coffers.

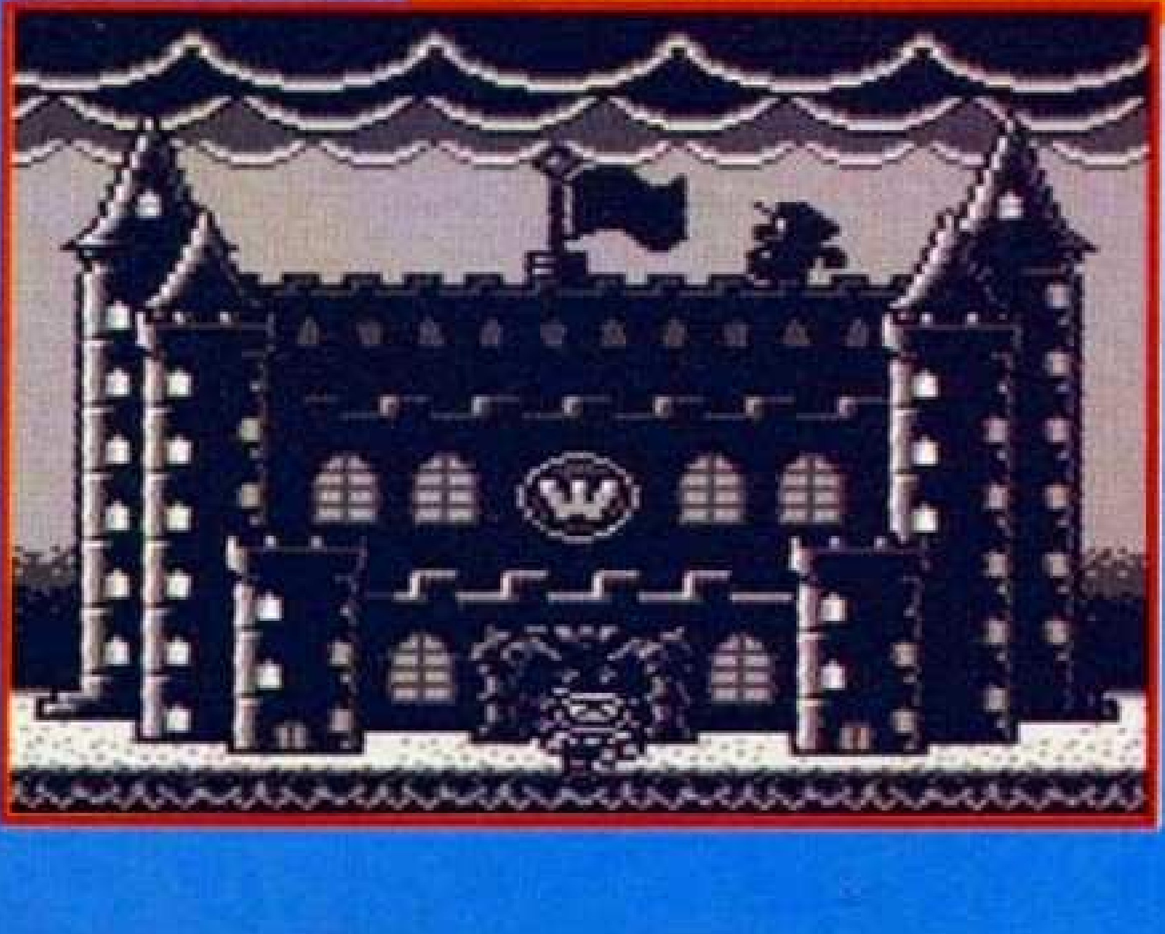


▲ If Mario rings this bell, he is whisked off to a secret room for a goody-stealing session.



▲ Encapsulated within a bubble, Mario does his best Bub and Bob impression as he takes to the skies in search of even more luvverly coins - be careful of birds, though - their sharp beaks will pop your free lift!

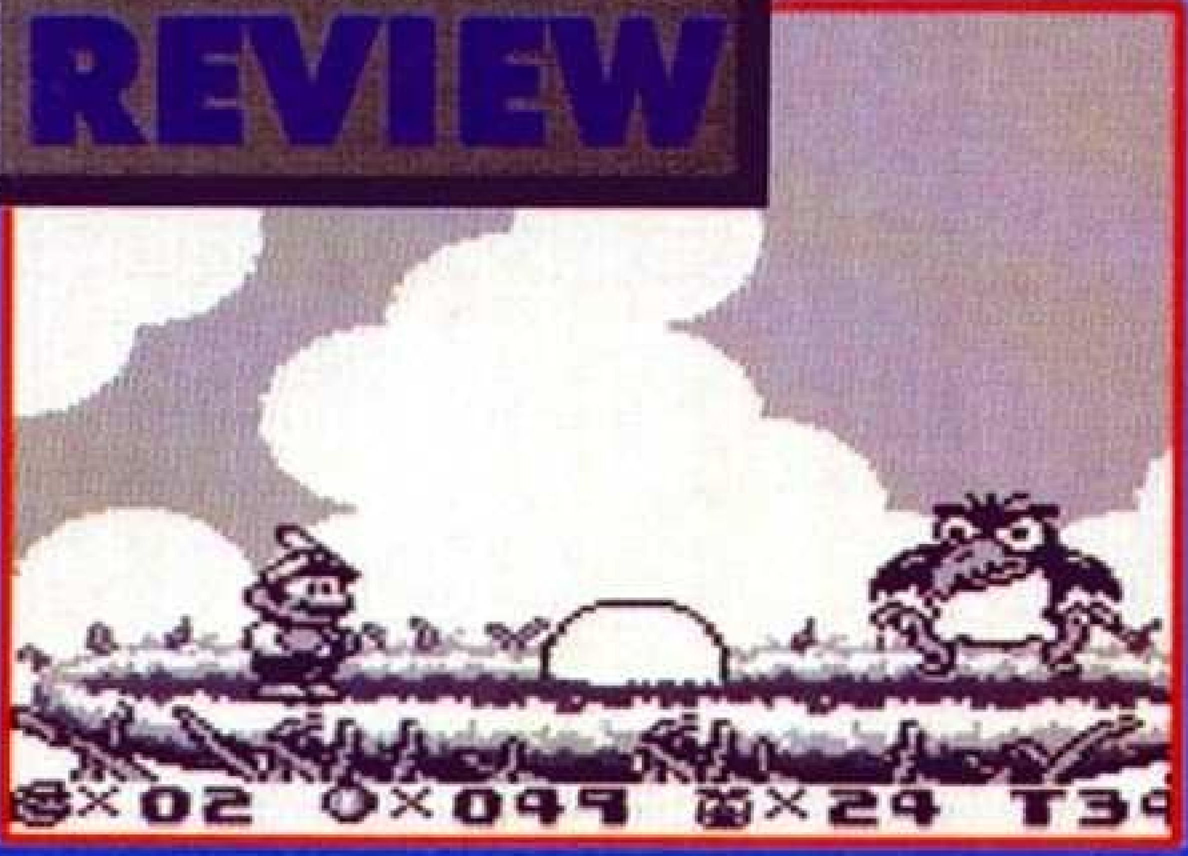




COMMENT

STEVE

Never before has a Gameboy game blown me away as much as Super Mario Land II. The programmers have obviously taken the Super NES Mario World for their inspiration, and this is immediately apparent as the game reveals its larger sprites, sprawling map area, and dozens of secret bonuses and rooms - and there's even a save game option! Just as the NES Mario games improve with each title, this sequel is ten times better than its predecessor, and offers loads more features - making it the perfect follow-up. The control over Mario is nothing short of excellent, and as you patrol the weird and wonderful worlds you encounter so many new features you'll be left reeling. Passages which take you through a whale's stomach, exploring a sunken ship, there's so much to see and do that it's easy to forget the task in hand. The job of coin collection fits in perfectly with the action, too, and there is a good feeling of achievement when a number of the special coins have been collected. However, there is a major downside to all this heaped praise - Super Mario Land II is far, far too easy. The save option means that the game eventually lets you enter any Boss zone once the preliminary stages have been cleared once. Thus, if you are armed with five lives, taking all six bosses proves a doddle and the end of the game is in sight. Despite every plus point the game has in its favour, the lack of challenge is a huge problem, and virtually anyone should be able to complete this after a solid day's play. Don't get me wrong, Mario Land II is excellent, but what a pity to spoil a potential classic by making it so easy.

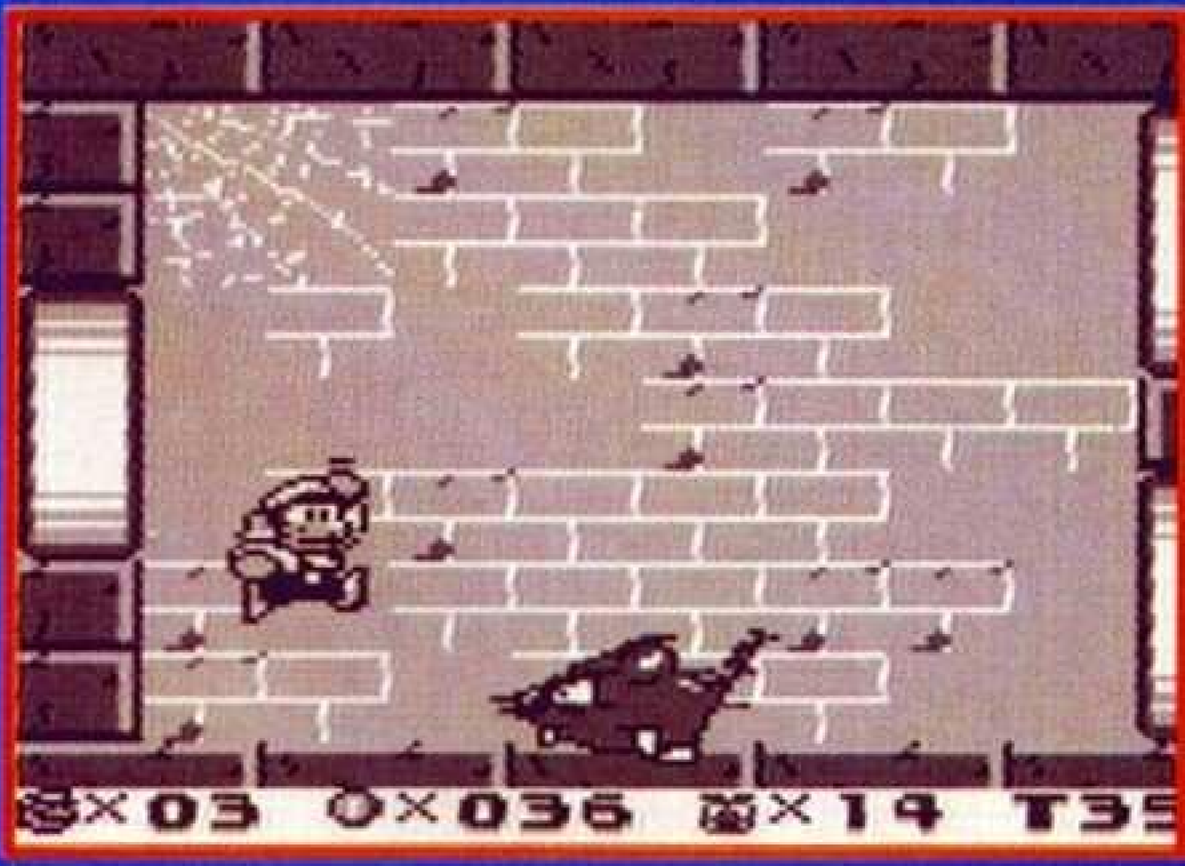


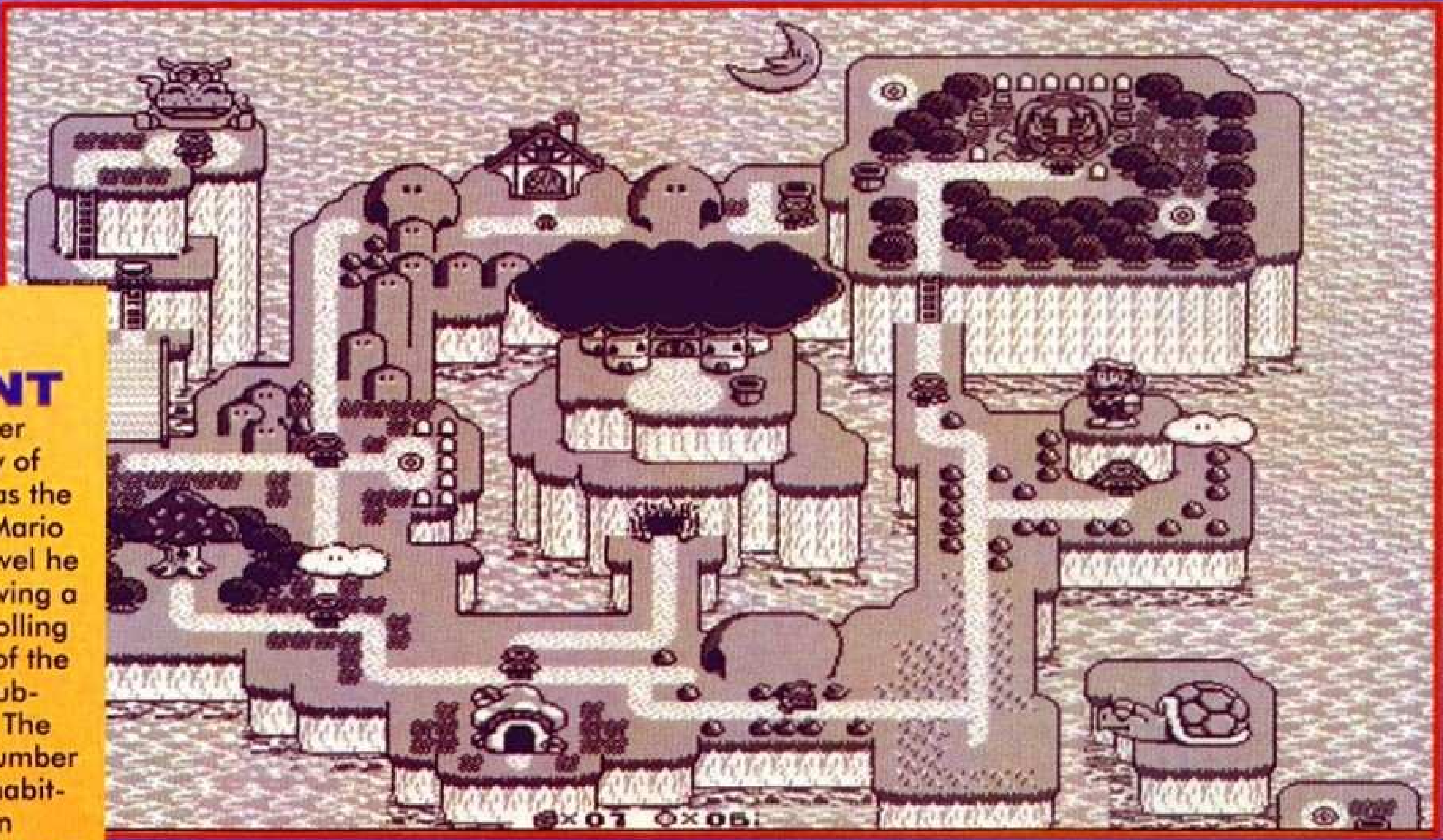
BIRD BOSS

Within this crazed Crow's nest is a large egg, within which is the magic coin. As the bird swoops down in a 'U' shape, it must be jumped on three times.

RAT BOSS

Whereas the other guardians feature fairly simple movements, the rat is a little more cunning. It scuttles in and out of the three pipes at the edge of the screen before tearing towards you or across the ceiling. If it does the latter, be careful, as it tries to droip on Mario from above. Again, three jumps or several shots are needed before it gives up the ghost - and the coin.





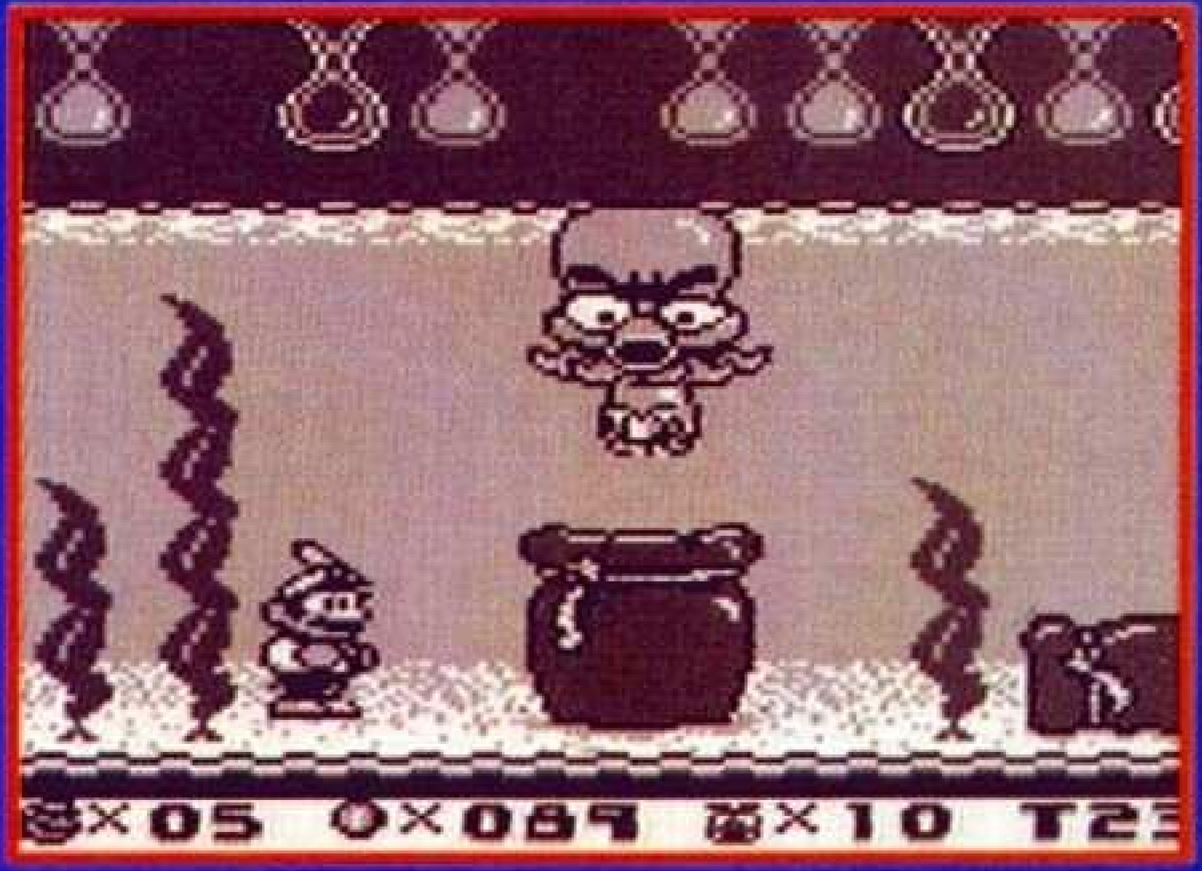
MAP'S ENTERTAINMENT

Anyone familiar with Super NES Super Mario World, should recognise many of this sequel's new additions. As well as the larger and better animated sprites, Mario now also has a choice as to which level he attempts next. This is effected by moving a tiny Mario sprite across the large scrolling map screen, before heading to one of the six stages - although other smaller sub-stages have been hidden away, too. The worlds themselves are based on a number of themes, ranging from a Ghost-inhabited one to a series of stages set within Mario's body! These in turn play host to a series of level-related creatures - along with old faves including the Koopa turtles - and the aforementioned end-of-level 'Boss' creatures.

COMMENT

JAZ

When I first saw this, I was ecstatic, reckoning it was the greatest Gameboy game yet, and one of the best games I've played in years. What there is of Super Mario Land II is absolutely outstanding. The trouble is, there's not enough of it. The graphics, sound and gameplay are all out of this world. Loads of superb touches. Tons of secret screens. Heaps of great features. Amazing new bosses. However, the save game option essentially gives you unlimited continues - even when the game is switched off - and lets you go through the game too quickly. If you'd been able to tackle the different levels without the constant continue feature, the game would have been very challenging. As it stands, those who've played Mario Land I should go through the game within a few hours. That said, the game is of such high quality that you will go back to it again for another go after you've finished it, and therefore it's worth buying.

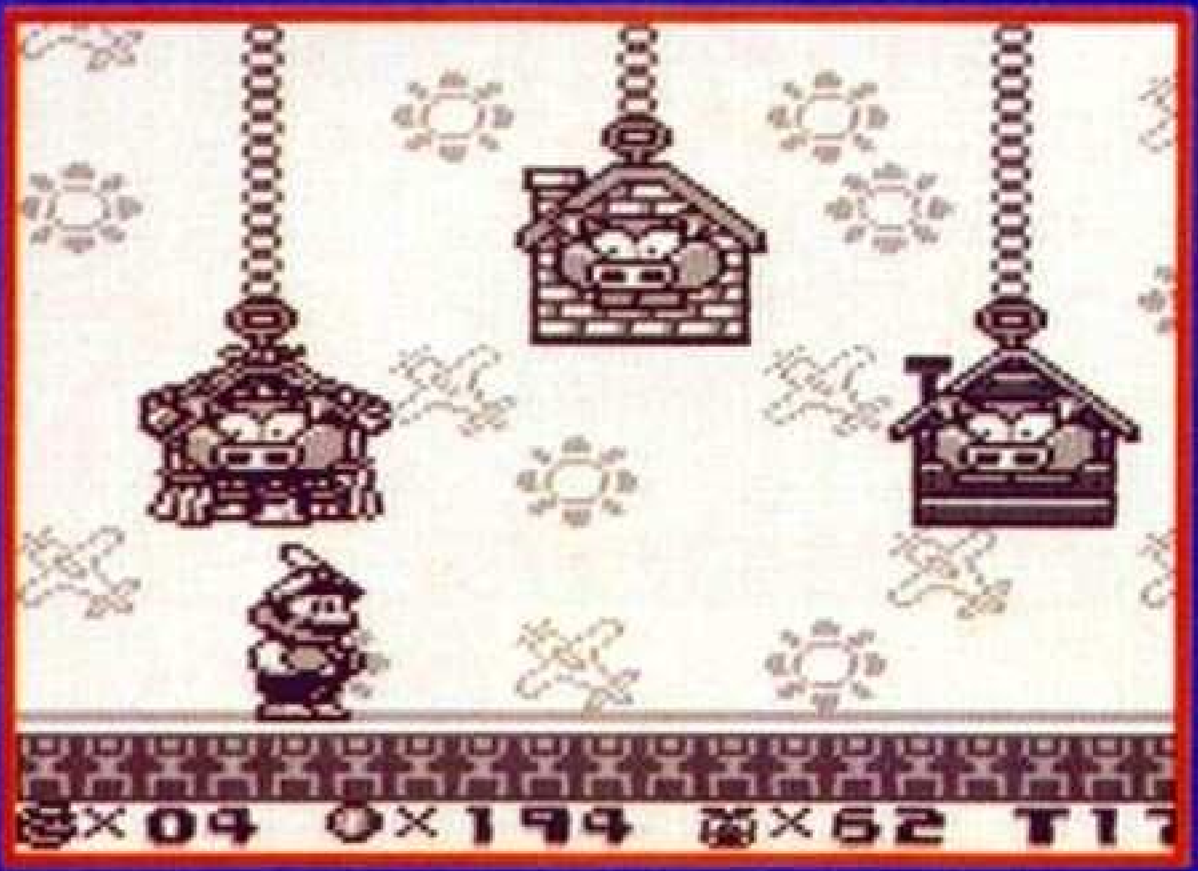


OCTO BOSS

Another doddle to kill. Float to the top of the screen and wait until he rises to meet you. Now just drop on his head three times to kill him - easy. The other guardian in the game is a witch who keeps vanishing. To beat her, just stand on her three cooking pots, and move when one of the lids starts shaking. She then appears on either side of the screen. Use your vantage point to jump on her!

PIGS BOSS

Enough of this huff and puff rubbish, these potential bacon sandwiches mean business! Seated within their houses of straw, sticks and bricks, they drop down one at a time and use differing attack patterns. The first rolls from side to side, the next bounces, and the third one extends its body before bouncing - and all three get faster every time they are hit...



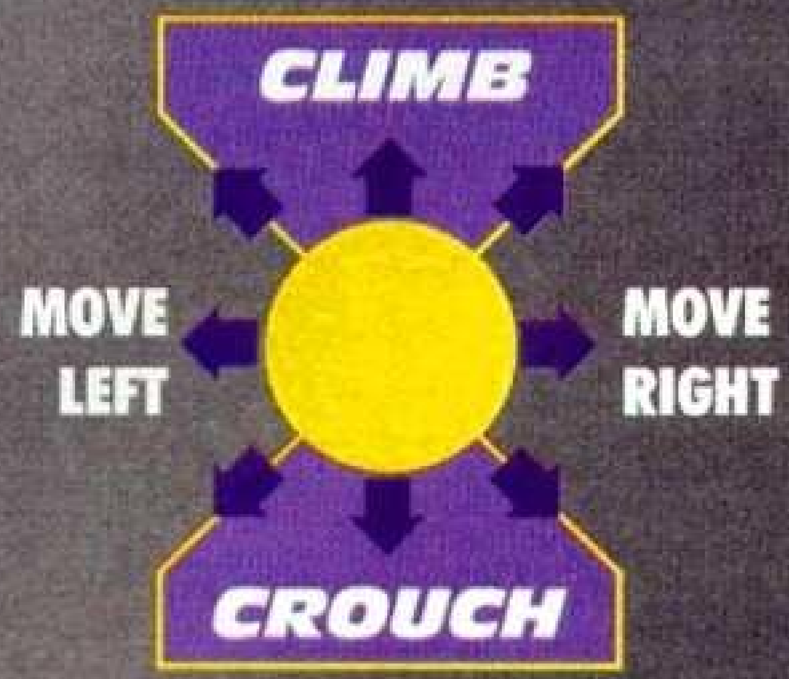
BOSSING ABOUT

Presiding over each of the coins is a larger 'Boss' creature (or even several) who stomp around the screen in an attempt to crush our hero. Depending on the level, these Bosses range from an overgrown rat to the three little pigs (who even live in houses made out of straw, bricks, and sticks). As they float around the screen, Mario's aim is to jump on their heads three times - either that or shoot them several times if he is suitably empowered. If this is achieved, the Boss eventually collapses before disappearing. The coin then appears and a short interlude shows it magically inserted into the door's frame.

• ALIEN BOSS

Actually getting here is problematic as it involves negotiating a tricky starscape. However, the boss himself is a doddle to kill. As he scoots up and down the screen he unleashes a missile and a laser bolt. By staying in the centre of the screen and ducking or rising to the top and staying there, both are easily avoided. Now just drop on his spaceship three times to kill him.

How To Control



A JUMP/FLY

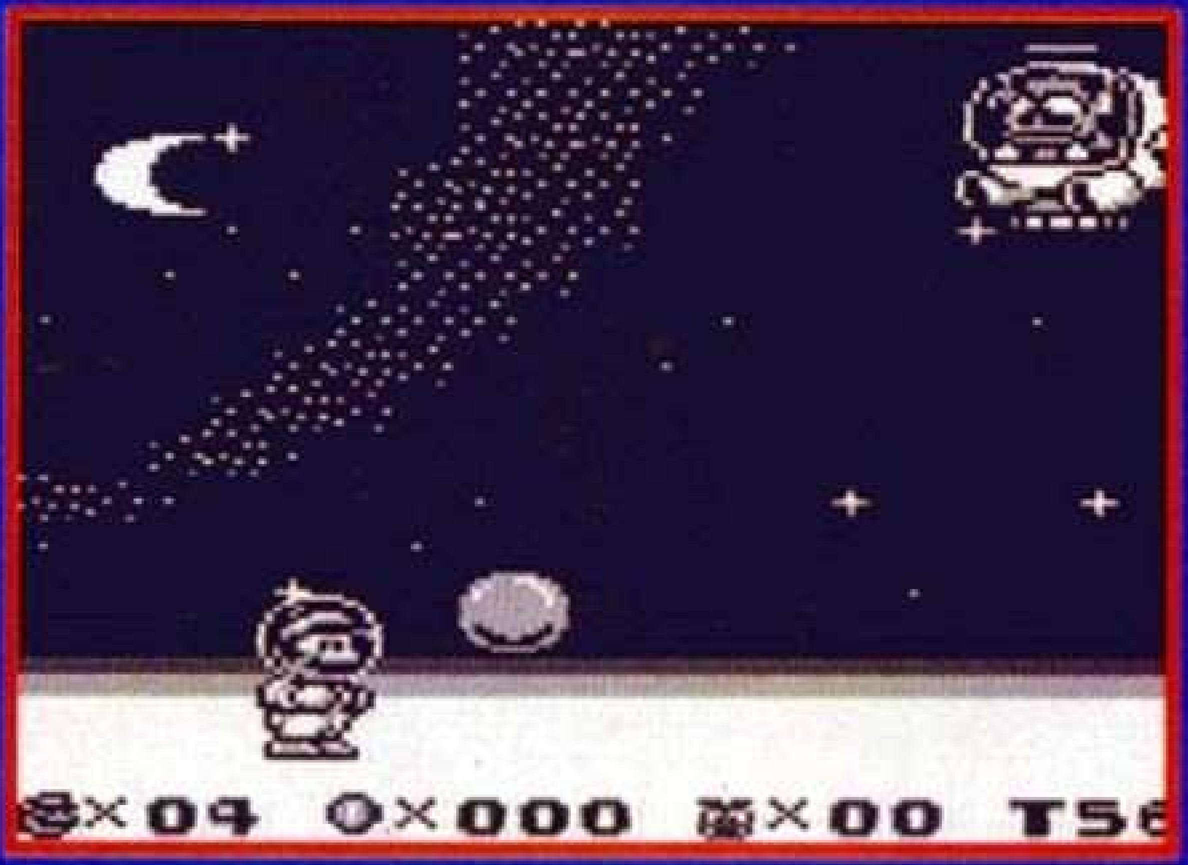
B FIRE

S **SELECT BUTTON:** NOTHING

S **START BUTTON:** PAUSE

How To Play

Guide Mario across the multi-directional-scrolling stages in search of six magic coins. A number of nasties await you and are either leapt on or avoided. A larger Boss creature oversees each world, and defeating these releases the coin they are holding.



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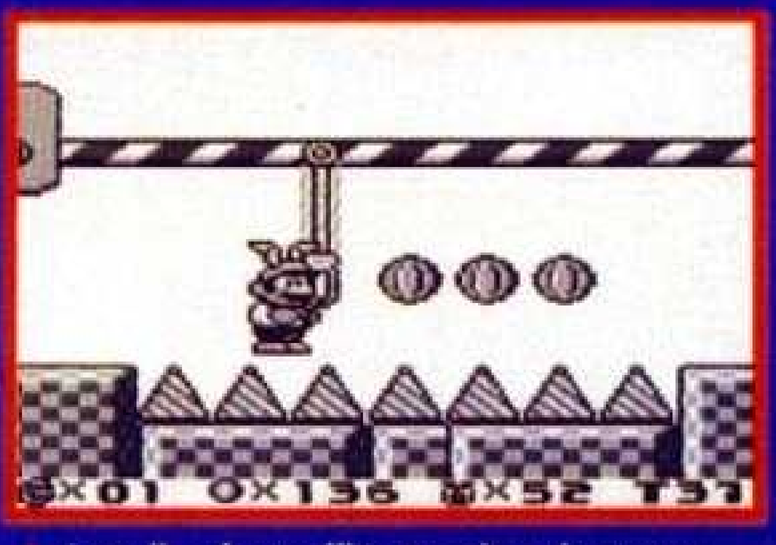
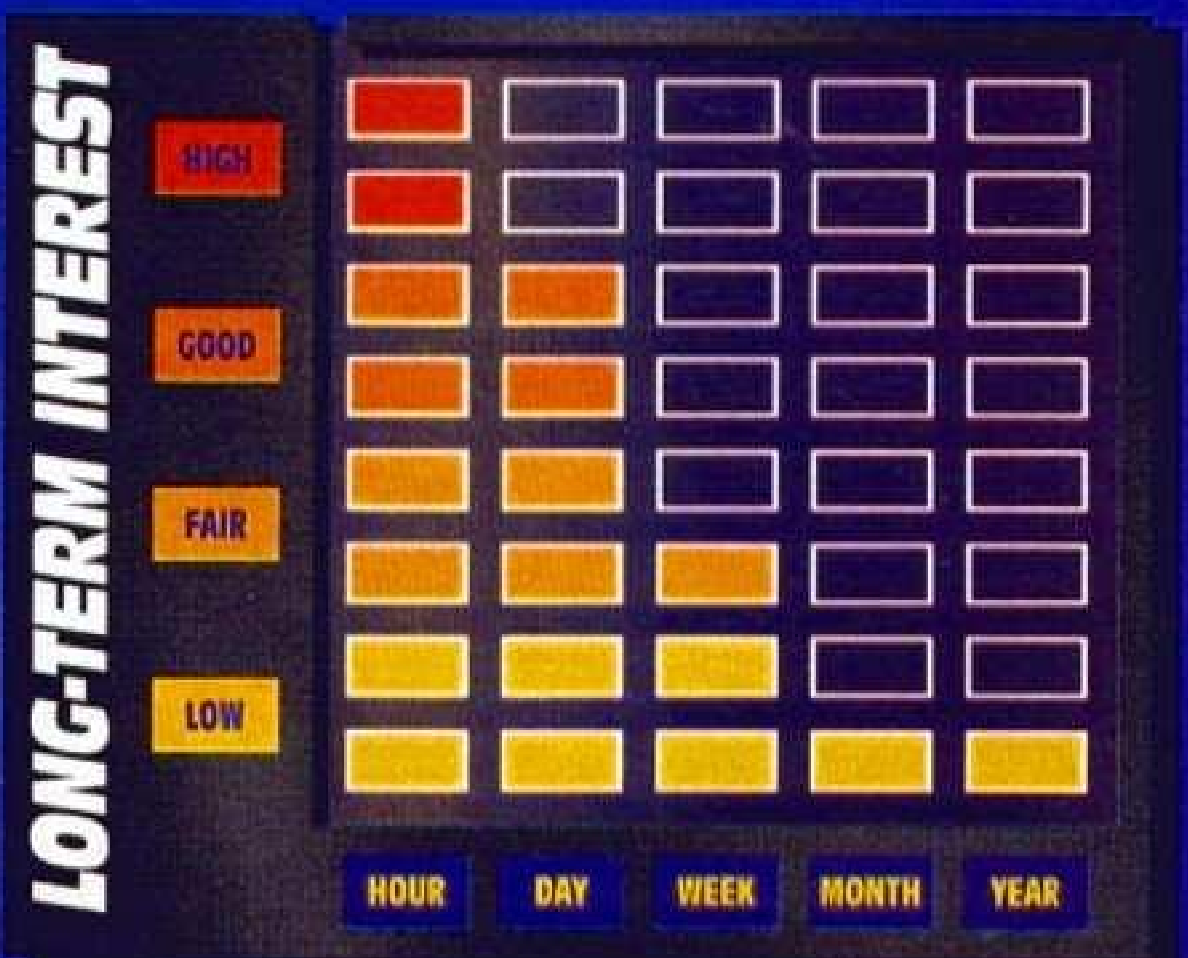
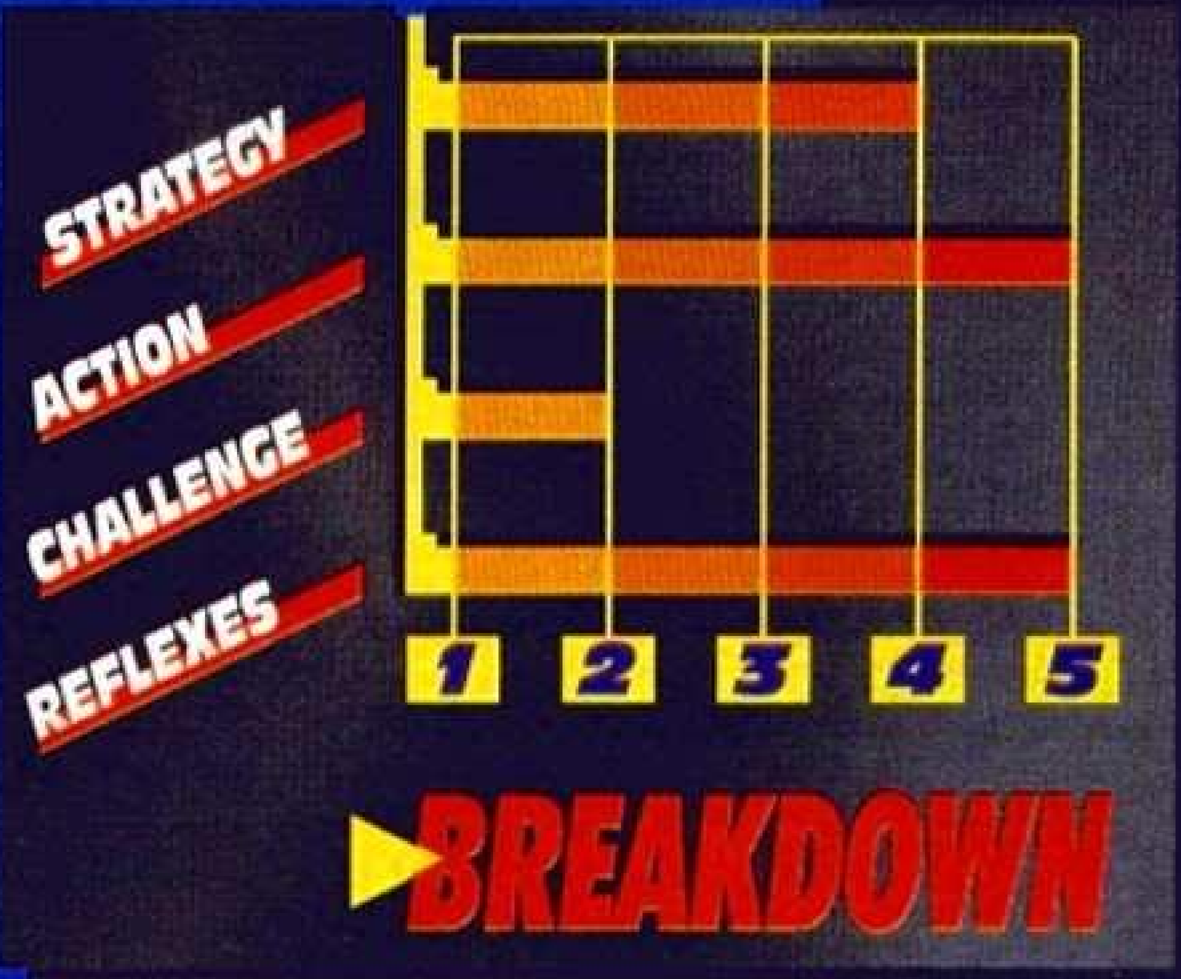


▲ As well as for snaffling goodies, the cranes also help Mario get across 'tricky' areas.



RATINGS



PRESENTATION

90

▲ A save game feature allows for continued progression - but wisely replaces any coins collected in the last game.

▼ No difficulty settings or other options.

GRAPHICS

94

▲ The Mario sprite and the enemy characters are much larger, and the variety is excellent. The backdrops are similarly well done and are incredibly detailed and varied.

SOUND

89

▲ A wide range of effects and ditties, and special effects for the 'Boss' creatures. In addition to being varied, the effects and tunes suit the action perfectly adding stacks of atmosphere.

PLAYABILITY

95

▲ Incredibly easy to get to grips with - even if you are the only sad lad who has never encountered a Mario game before. Even new additions to the gameplay are quick to master.

LASTABILITY

68

▲ Loads of screens and secret bonuses.

▼ Trouble is, with the save option it only takes a day or so to crack the game.

OVERALL

The best quality Gameboy title yet. Its only problem is that it's far too easy. A massive shame because if it had been challenging it would have been an all-time classic.

87

REVIEW

SUPER NES

1 PLAYER

4 MEG

PUZ GAME

Spindizzy
WORLDS

PRICE: £44.99
BY: ASCII

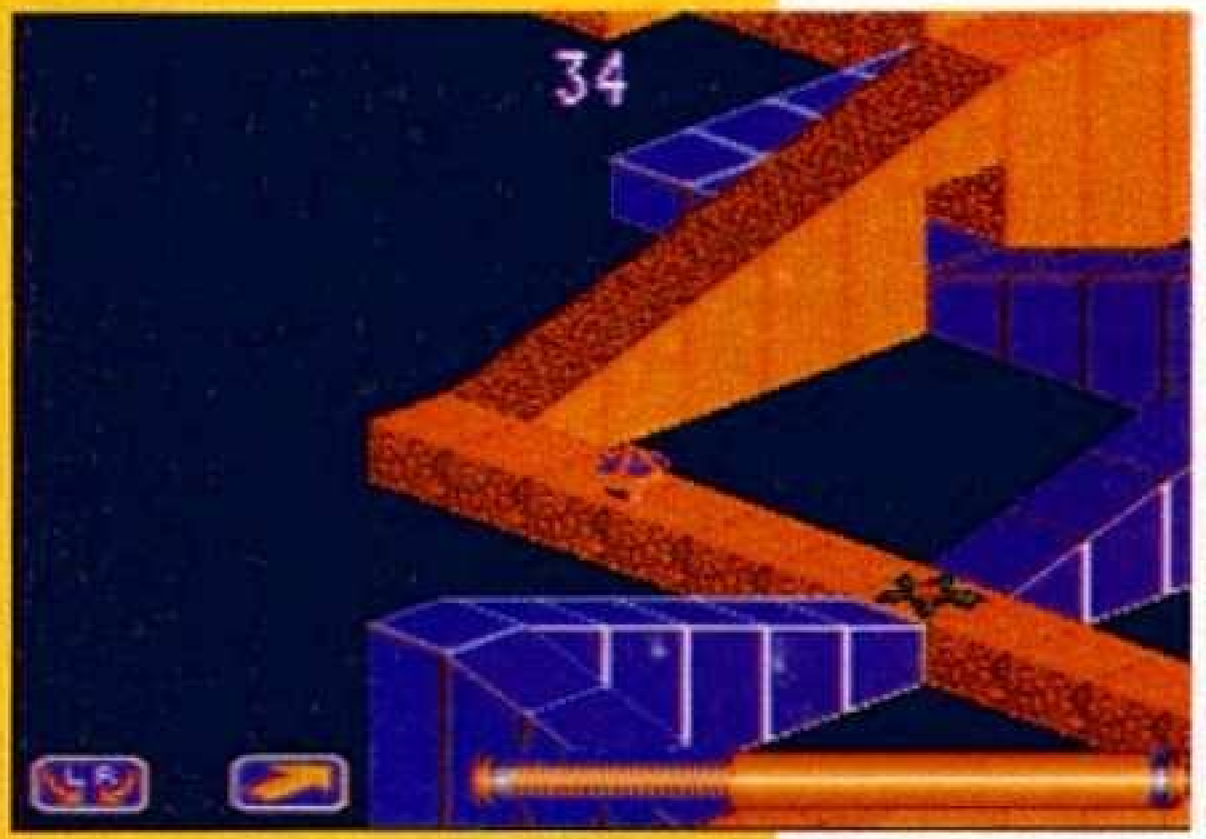
RELEASE
NOV
CONTROL
JOYPAD
GAME DIFFICULTY
MEDIUM
CONTINUES
INFINITE
SKILL LEVELS
ONE
RESPONSIVENESS
VERY GOOD
1ST DAY SCORE
COMPLETE THREE WORLDS
ORIGIN
During the reign of the C64 and Amstrad machines, one game shone above the many Marble Madness clones doing the rounds at the time - Paul Shirley's Spindizzy. Spindizzy Worlds is a greatly-enlarged sequel which takes the basic ideas of Spindizzy but adds even more puzzles and ideas to the formula.

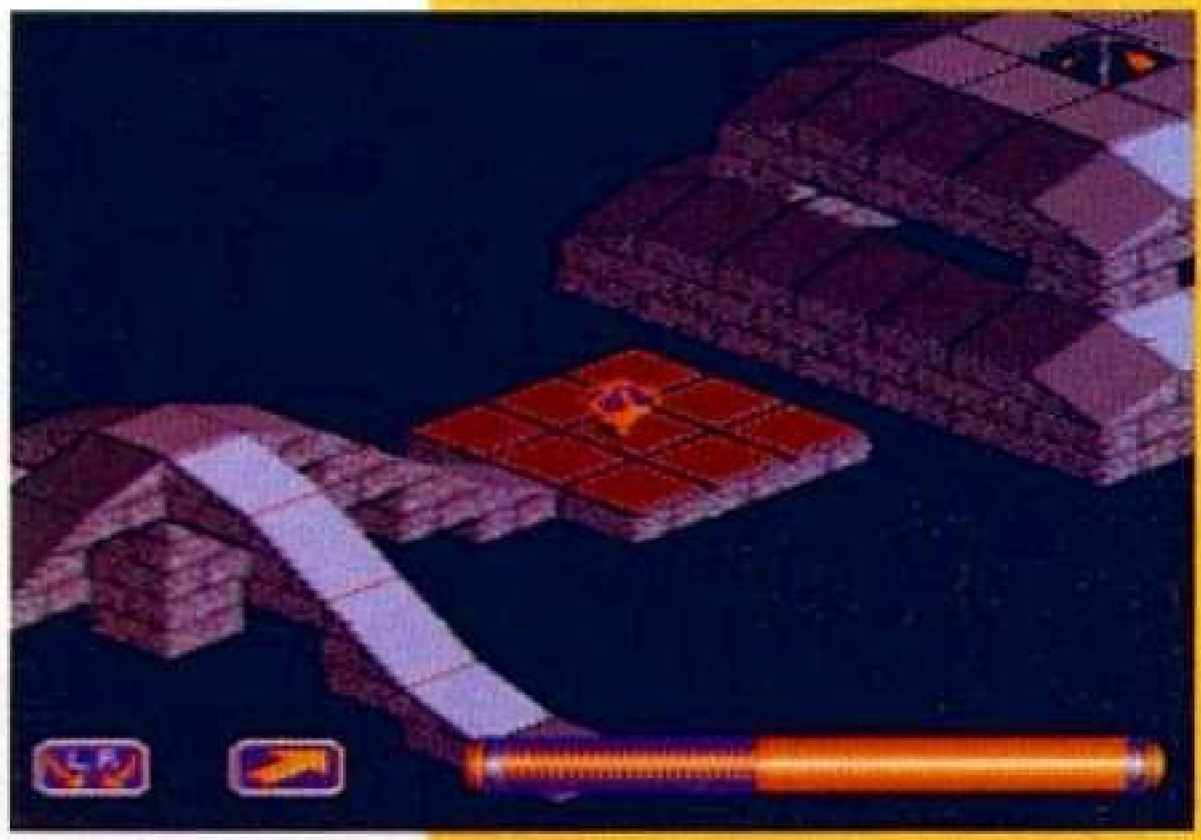
SPI WO

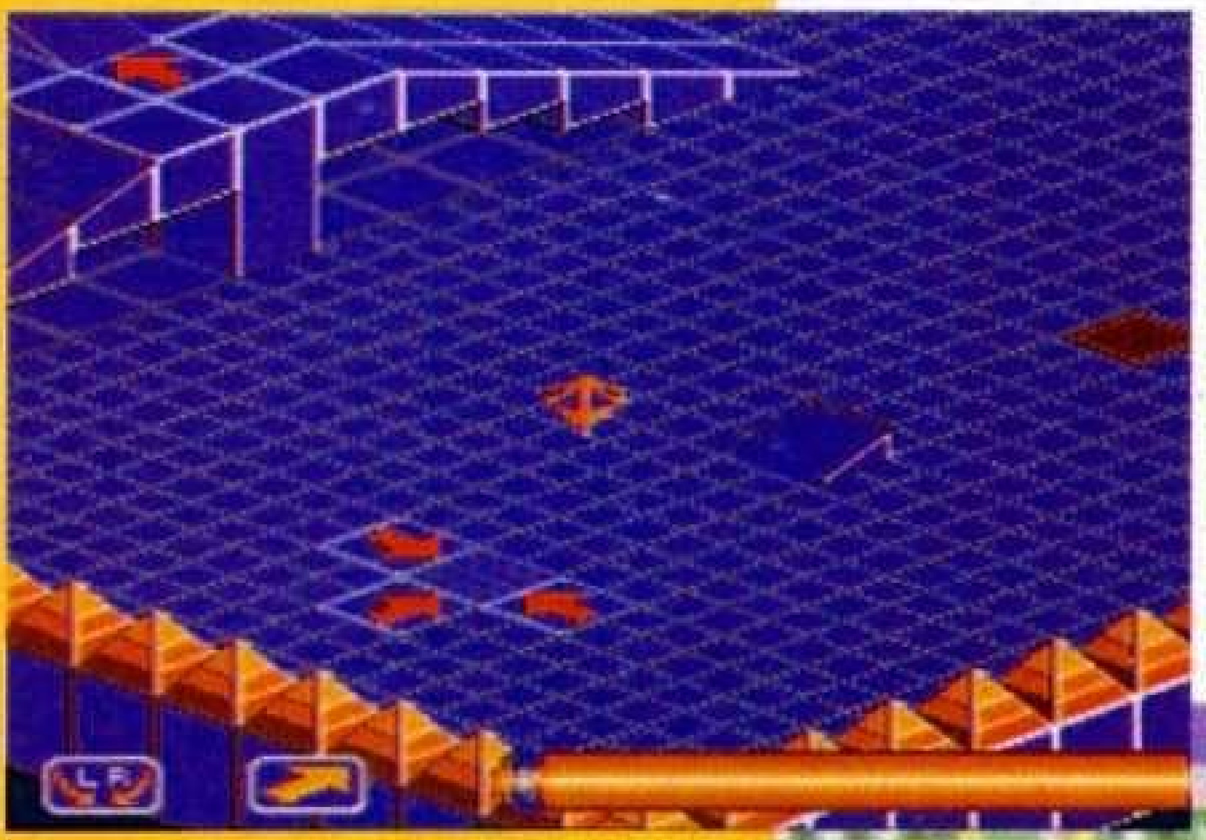
Imagine a galaxy so loaded with riches that a brave explorer could live comfortably for the rest of his life if he were to brave its many dangers. One-time cartographer and survivor of the original old computer Spindizzy adventure, GERALD, has found such a place and is currently set to plunder its many planets in an all-out quest for wealth.

GERALD himself resembles one of those spinning tops which keep so many whining babies occupied, but his triangular physique is perfect for skating across the flat surface of the galaxy's many planets - although there are certain areas which initially seem inaccessible to our spinning hero. This is where Spindizzy World's many puzzle elements come into play. Although the first set of worlds have been left to give GERALD a false sense of security, as he progresses things get rapidly more challenging with the advent of trip switches, lifts, and a race of ball-like aliens who kill him on contact. In addition, death also comes in the form of falling from too great a height or if GERALD fails to complete a level within the allotted time-limit.

Each of the game's many worlds features a series of sub-levels, and as these are cleared of their glittering prizes, they disappear from the map, allowing GERALD to warp to the next zone. However, with so many worlds awaiting his attention, it's going to be quite a while before GERALD gets to spend his new-found wealth.





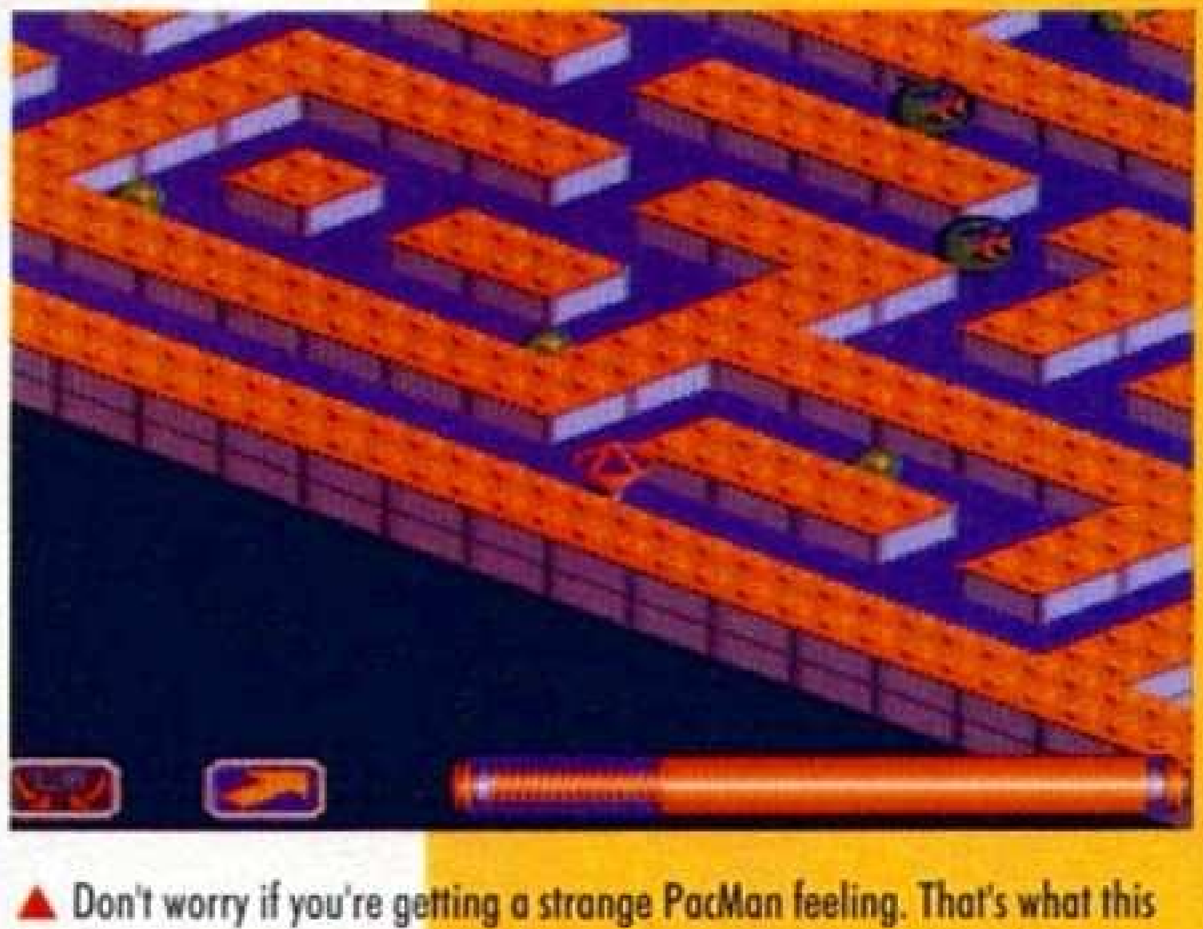


WOOLIES WONDER

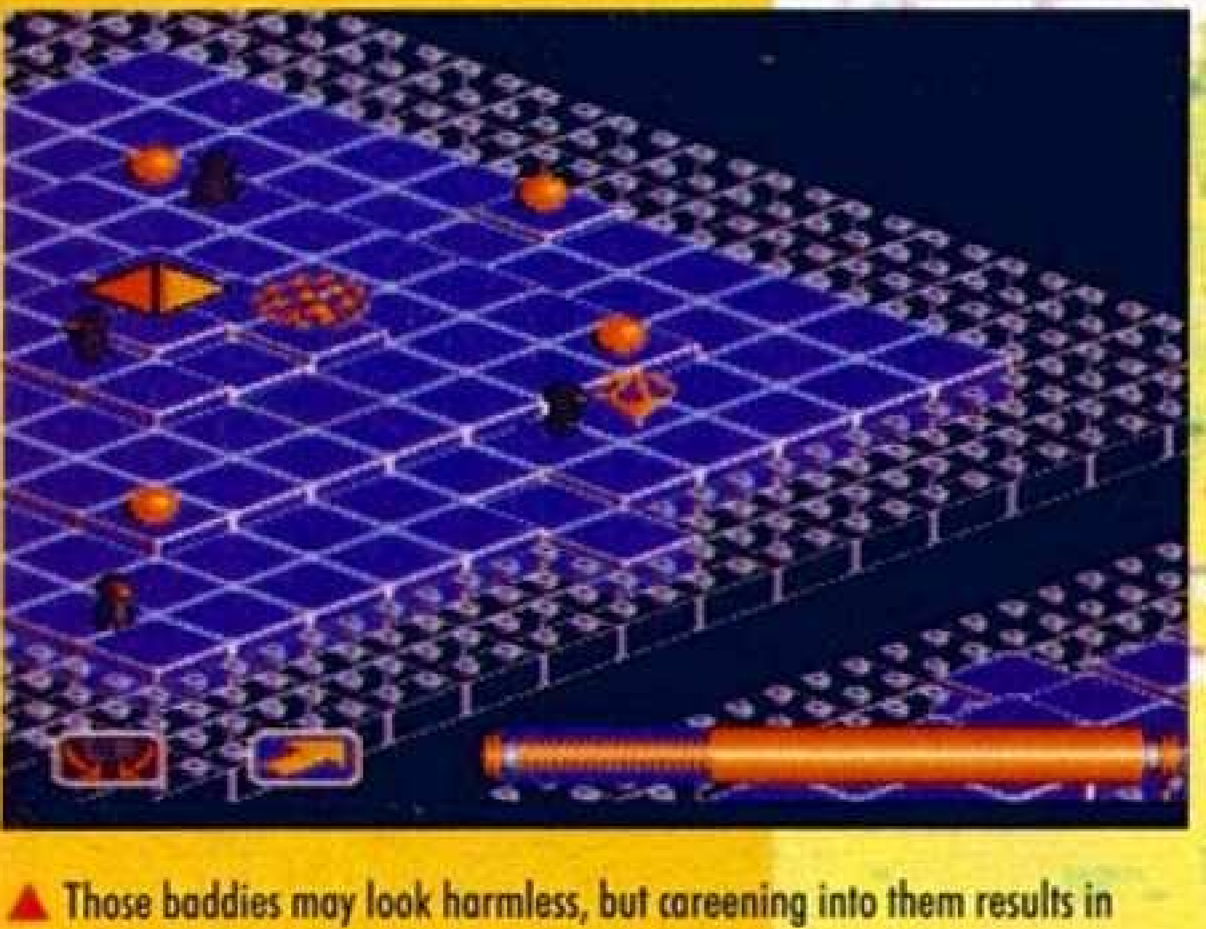
If you've decided that Spindizzy Worlds is your kind of game, you'll be pleased to know that you'll have no trouble finding a copy. Instead of trekking around every software emporium in the area, simply take a look at Woolworth's software shelves, as Woolies have secured an exclusive deal to distribute the game and you won't find it anywhere else.

BONUSES GALORE

When a world has been stripped of jewels, GERALD is dropped into a bonus stage which is choc-a-bloc with gems. However, ticking away at the top of the screen is a time-limit, and every gem is to be collected before this expires. If GERALD succeeds he is rewarded with a hefty bonus, whilst failure returns him to the main game.



▲ Don't worry if you're getting a strange PacMan feeling. That's what this level is supposed to remind you of. Now where are those power pills?

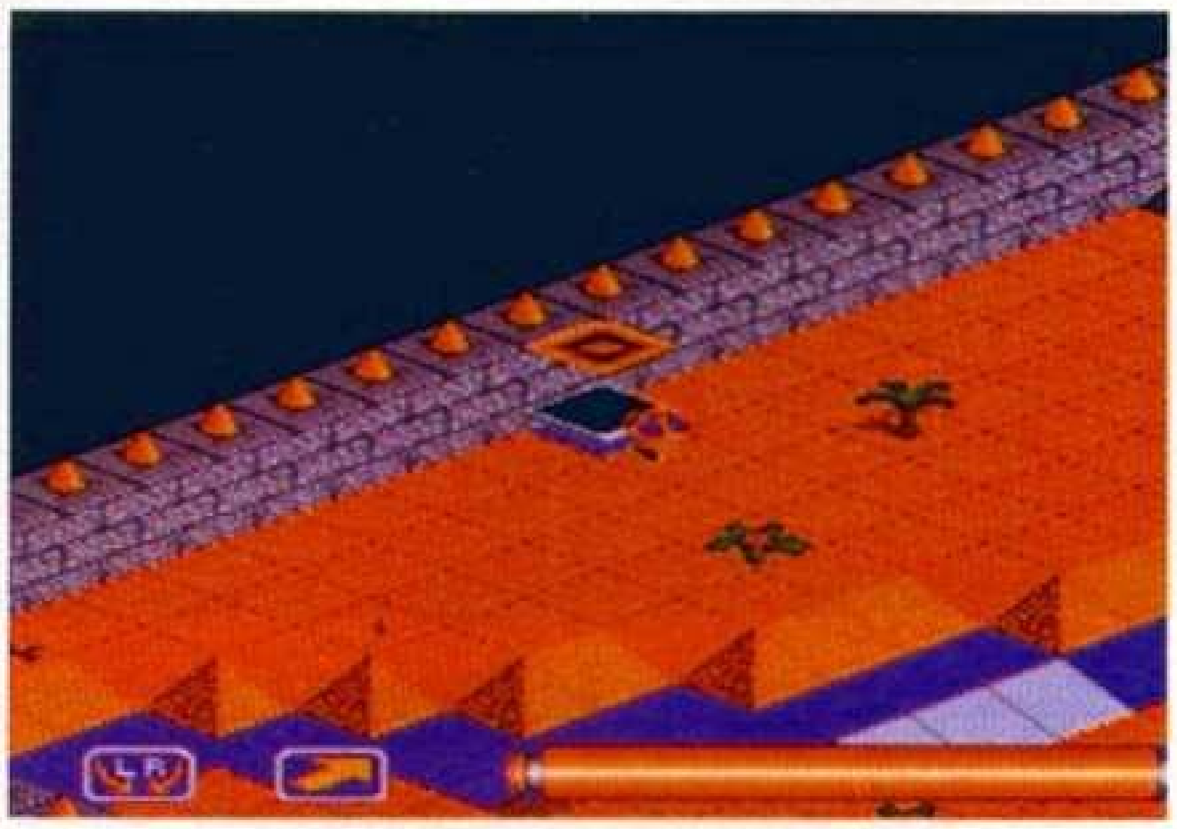


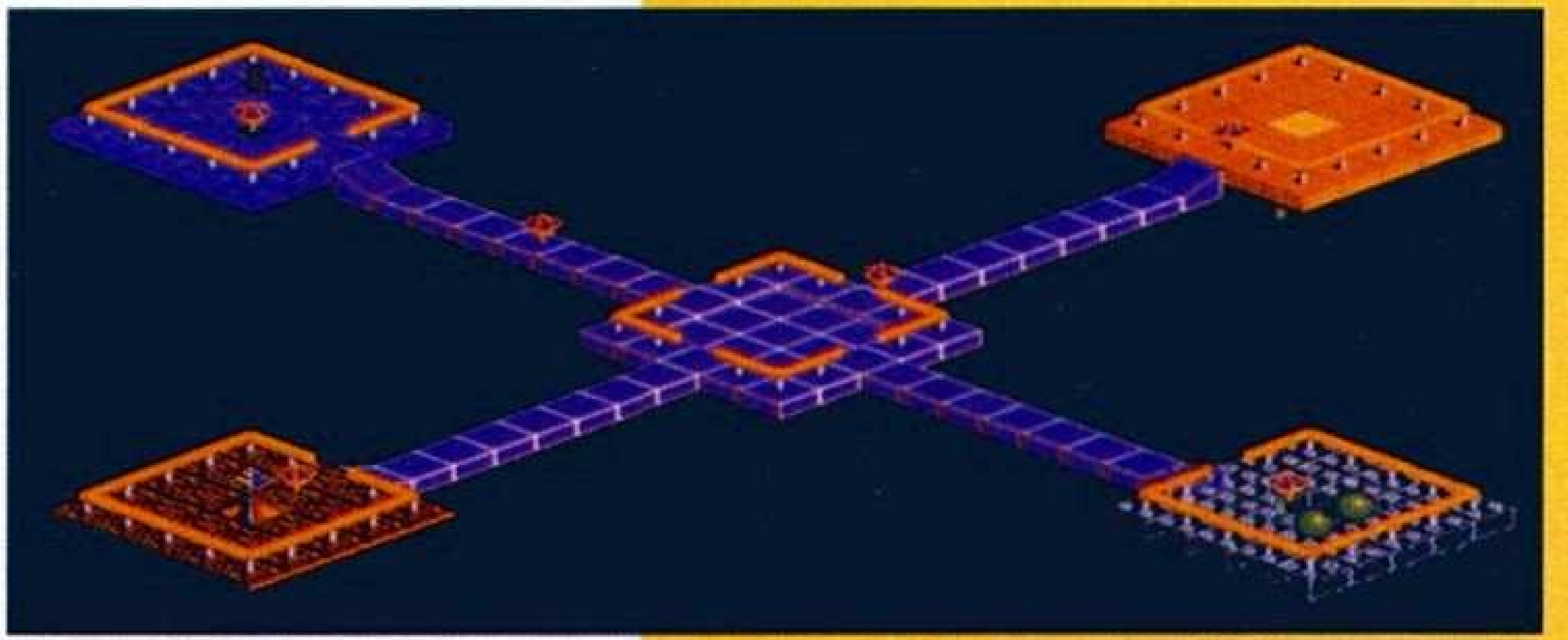
▲ Those baddies may look harmless, but careening into them results in serious loss of fuel. So don't do it or your life will be full of sadness.

NDIZZY
RLDS

REVIEW

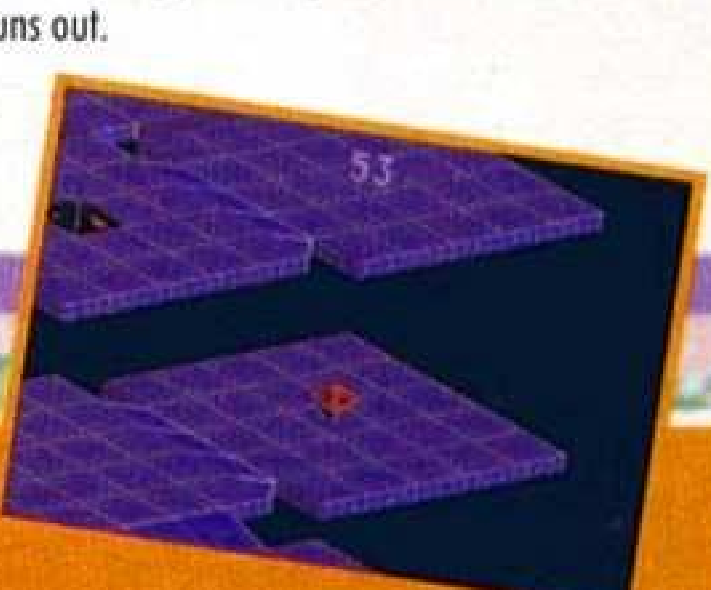
▼ This is a typical World Gateway. Each of the outer squares contains a warp which leads to another sub-world. The four sub-worlds can be tackled in any order, but all have to be finished for GERALD to complete the entire world. As you can see here, there are four different surfaces. These affect GERALD's handling in different ways. Ice makes turning corners tricky and oil and sand make his handling a bit sluggish. The other thing to note is that the paths to each of the outer squares have no guarding bars. This means GERALD can fall off, which isn't a particularly useful thing to do since you waste time and energy being lifted back onto the playing area.

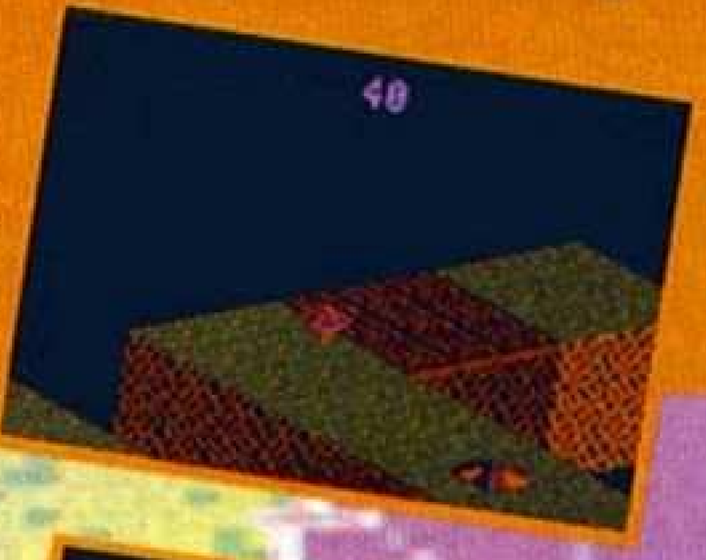




▲ Wondering how to get up to that exit? Well, first of all find the switch combination that activates the lift and then hop on board to get out of the level. It's easy when you know how... or not as the case may be.

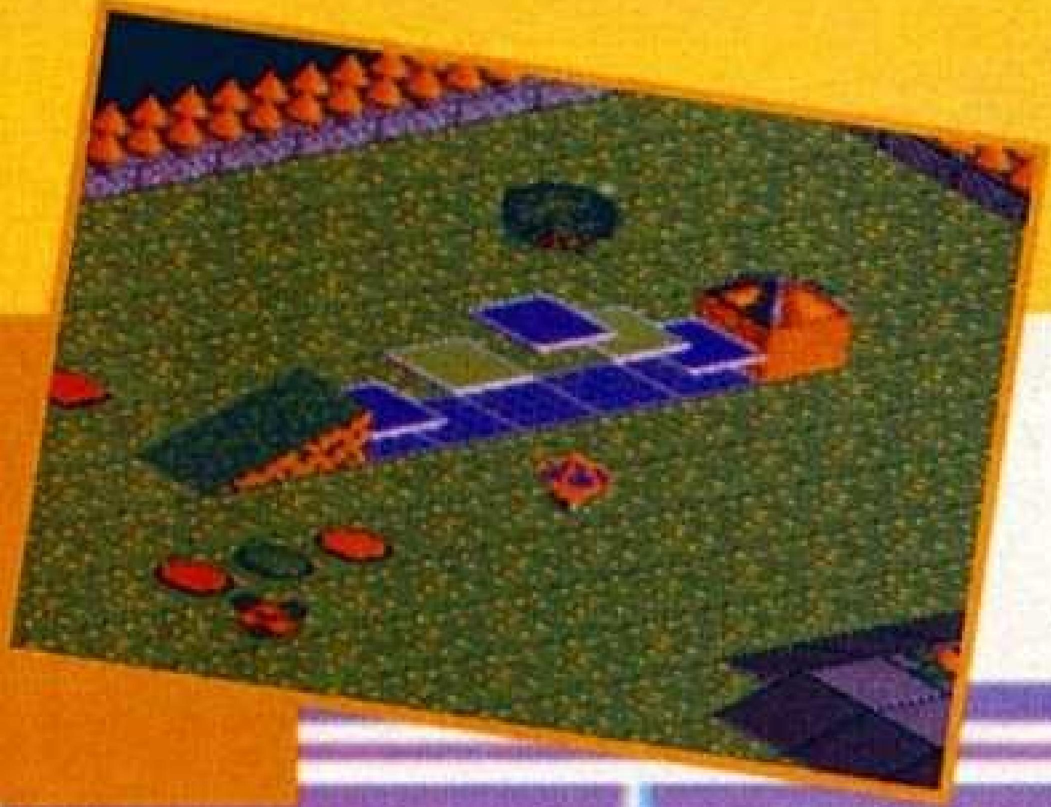
▼ Ah! The bonus levels. Rush around like a maniac and grab the jewels before the timer runs out.



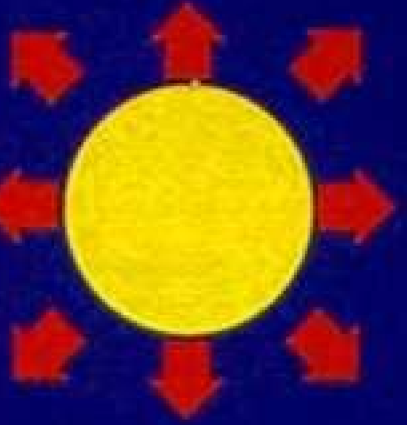


A SWITCH IN TIME

Resembling coloured floor tiles, Spindizzy World's many switches are the key to progression through the levels. During the first couple of stages, the usage of these is explained through a series of 'warm up' levels. For instance, on exploration of a level, no apparent exit may be apparent, or an inactive lift may prevent GERALD from accessing another tier of the level. The switches are operated simply by passing over them, and a 'pinging' noise is heard when it is activated. However, as GERALD plunders his way through the worlds, the number of switches is increased and the combinations become increasingly difficult to solve.



How To Control



8-WAY DIRECTIONAL CONTROL

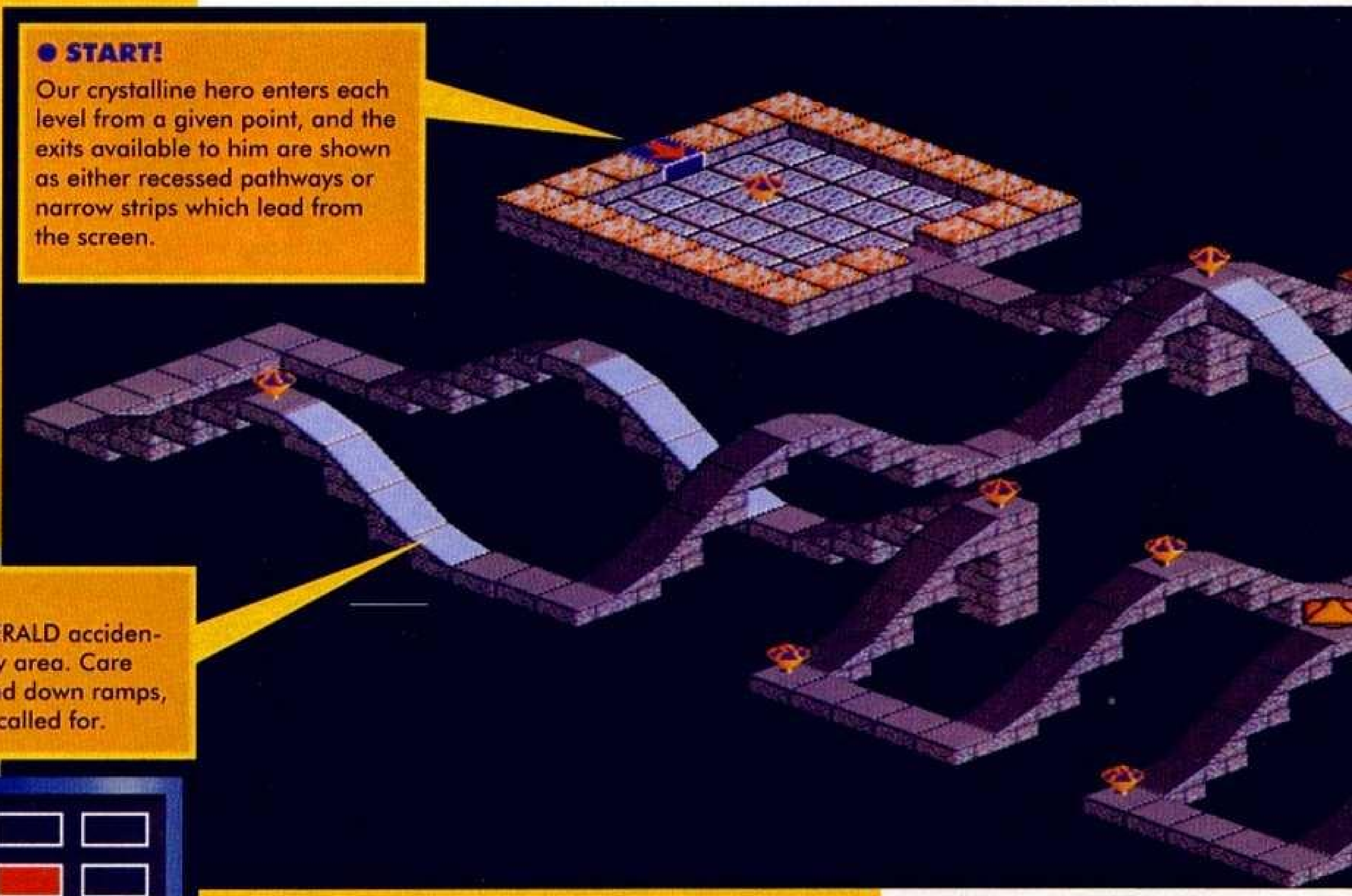
Y	ACCELERATE
B	NOTHING
X	NOTHING
A	NOTHING
L	NOTHING
R	NOTHING
S	**SELECT BUTTON:** Nothing
S	START BUTTON: Pause

How To Play

Controlling a small spinning top (called GERALD, no less), the player explores the game's many levels in search for valuable jewels. Each world contains a set number of these sparkling gems, and access to the next area is given when all have been retrieved.

BASIC GEOGRAPHY

Each of the galaxies plays hosts to a number of planets which revolve around a larger sun. Likewise, on the surface of these planets the cityscapes are further broken into sub-sections, with a main "foyer" also acting as a warp gate to a series of smaller rooms.

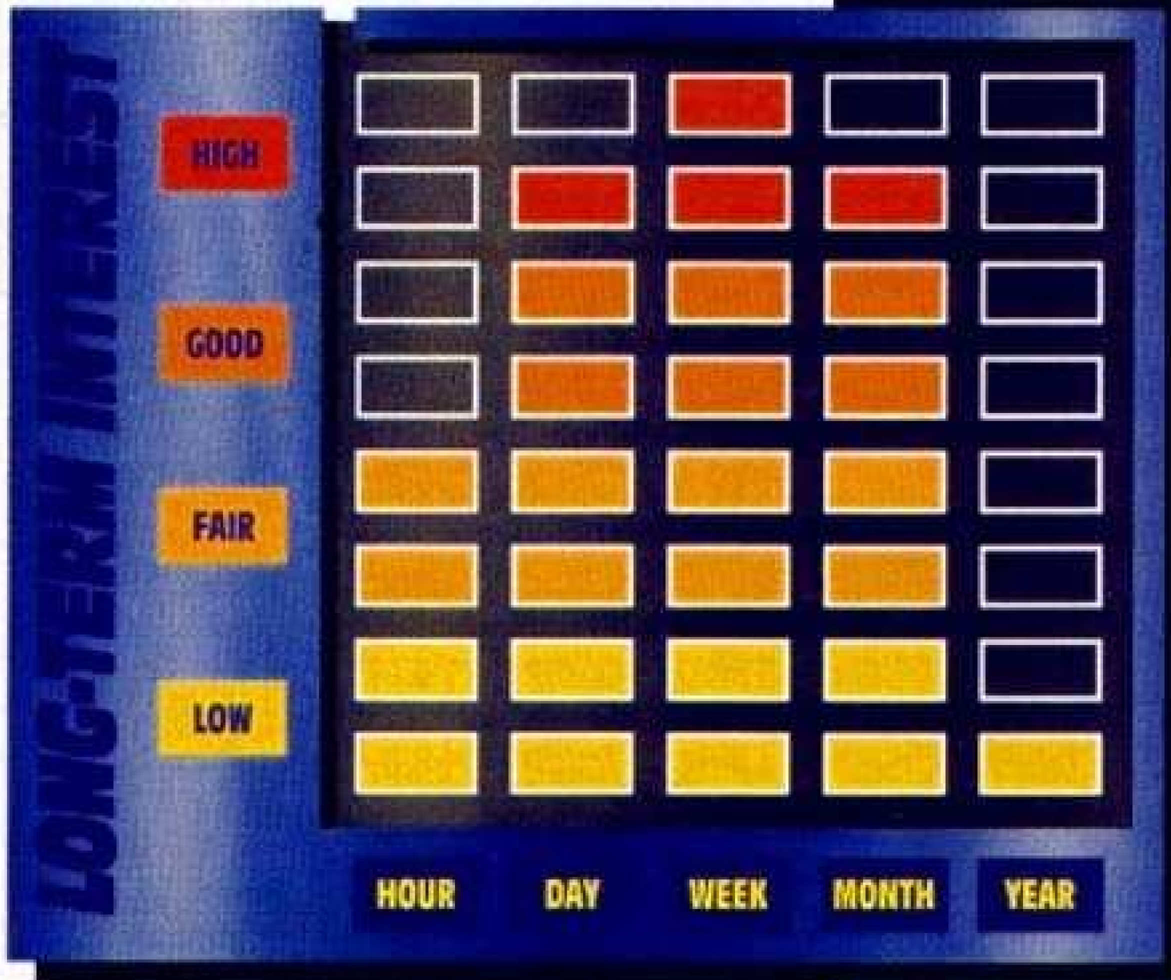


● START!

Our crystalline hero enters each level from a given point, and the exits available to him are shown as either recessed pathways or narrow strips which lead from the screen.

● GETTING RAMP-ANT

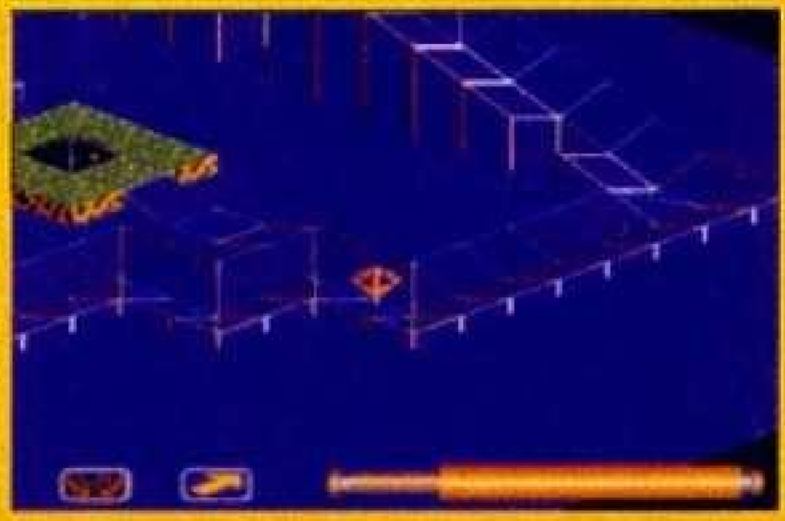
The ups and down of life often send GERALD accidentally dropping from the edge of the play area. Care must be taken when accelerating up and down ramps, and frequent use of his brakes is often called for.

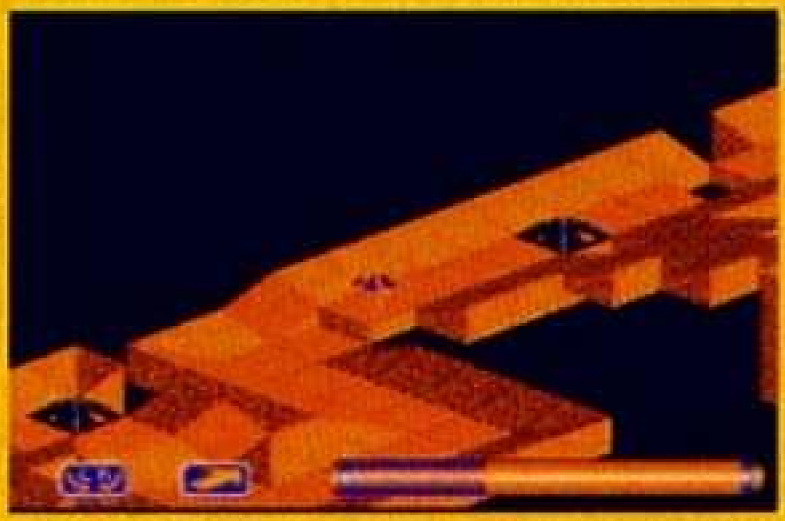


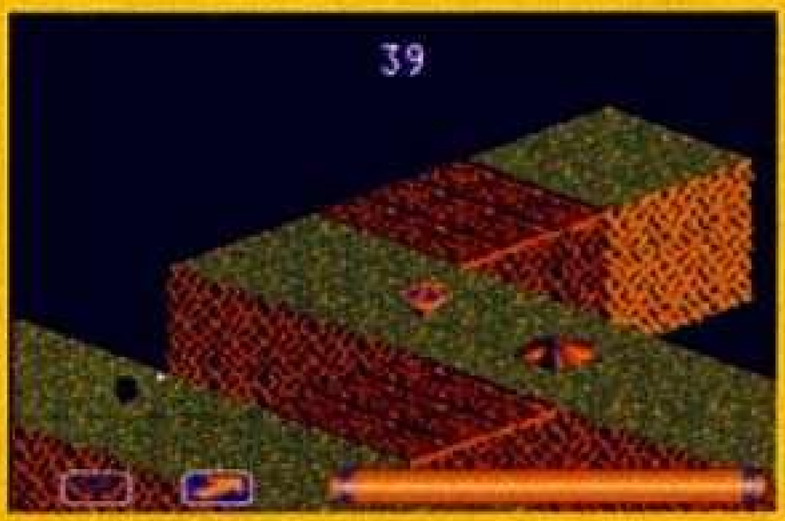
COMMENT

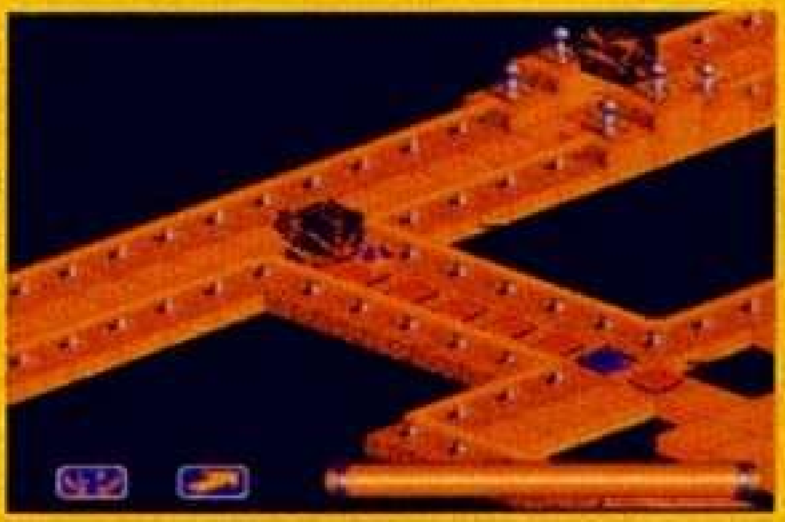
STEVE

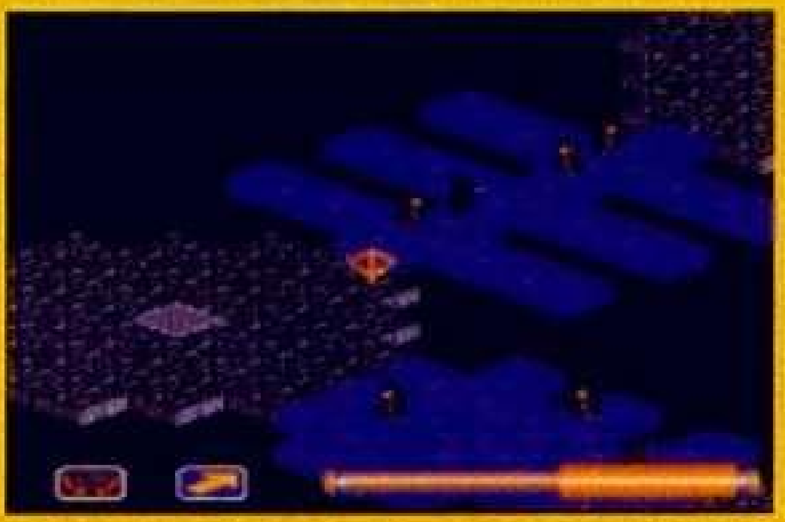
I can confess to being a veteran of the original 8-bit Spindizzy, and this update expands the basic format in every conceivable direction. Whilst the screenshots may not make Spindizzy Worlds look particularly interesting, it offers a depth of gameplay currently unrivalled by any other puzzler I have seen. It also successfully marries all the best features of Marble Madness with a wealth of gently taxing puzzles. Perhaps the best thing about Spindizzy, though, is the control offered over the GERALD sprite. In a game such as this which relies on pixel-perfect accuracy and reflexes, complete control is necessary - and GERALD accelerates, brakes, and even turns on a sixpence as the player gets used to the controls. The game is also absolutely massive, with hundreds of screens awaiting your attention, and new features constantly added to keep you on your toes - I'm just glad there's a password system! Basically, Spindizzy Worlds is like no other Super NES game I have played. It's original, big and, most of all, fun. Prepare to get lost in the puzzle game of a lifetime.











WHAT'S WHAT IN THE WORLDS OF SPINDIZZY

Spindizzy Worlds is brimming with tortuous mazes and traps which test the player's skill to the full. Although GERALD is quite simply one of the most controllable sprites to grace the Super NES, danger lurks around every corner - not bad for a game which features virtually no nasties! Here's a guide to what to expect:

JEWELS: GERALD's scavenger hunt involves collecting as many of these as possible. Each level contains a set number, and access to the next stage will only be given when they have been retrieved. Collection is simply a matter of passing over them, whereupon they're instantly added to your inventory.

TRAMPETTES: These are often used to bridge the gap between towers and, when landed on from a great height, bounce GERALD (hopefully) across to safety. However, trampettes are also used to prevent GERALD from falling too far - although this often result in our crystalline hero bouncing off the edge of the play area and wasting valuable time!

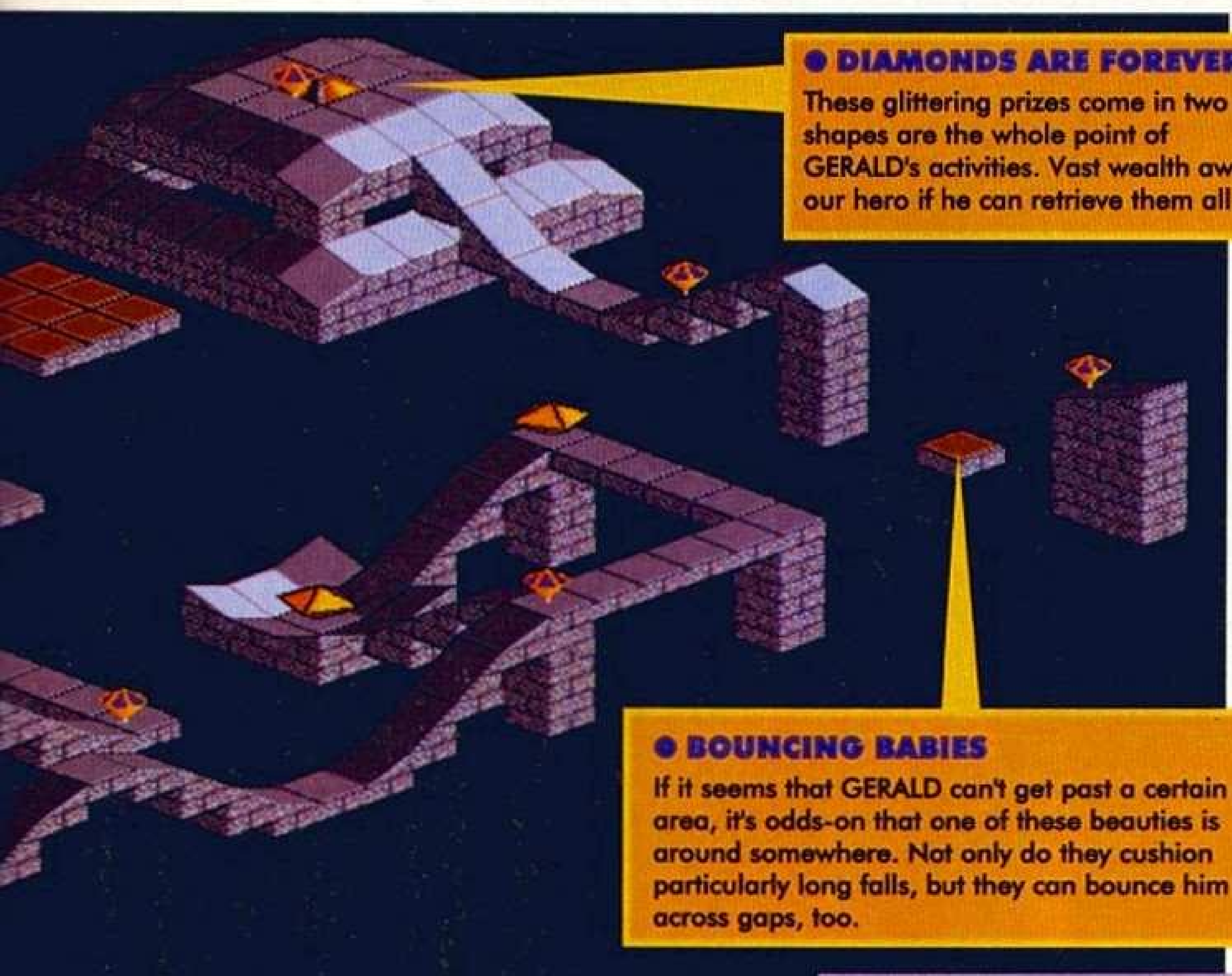
LIFTS: Activated via trip switches, these lift GERALD up to higher parts of the screen - be wary not to fall off them, though.

SPACE: Surrounds each of the screens. Has no real purpose (apart from making the screen look nice), but acts as a perimeter for each screen, and GERALD loses valuable time should he slip off a ledge and into its inky blackness.

ALIENS: Patrol narrow passageways in search of plundering thieves. They kill on contact, so avoid at all cost.

BLOCKS: Rather obviously, these prevent GERALD from reaching certain areas of the screen. Blocks come in a number of shapes, but are removed by using the switches which are located somewhere within the level.

ICE: GERALD becomes prone to sliding every time he moves. In addition, if he stays on the ice for too long, he dies (presumably through exposure!).

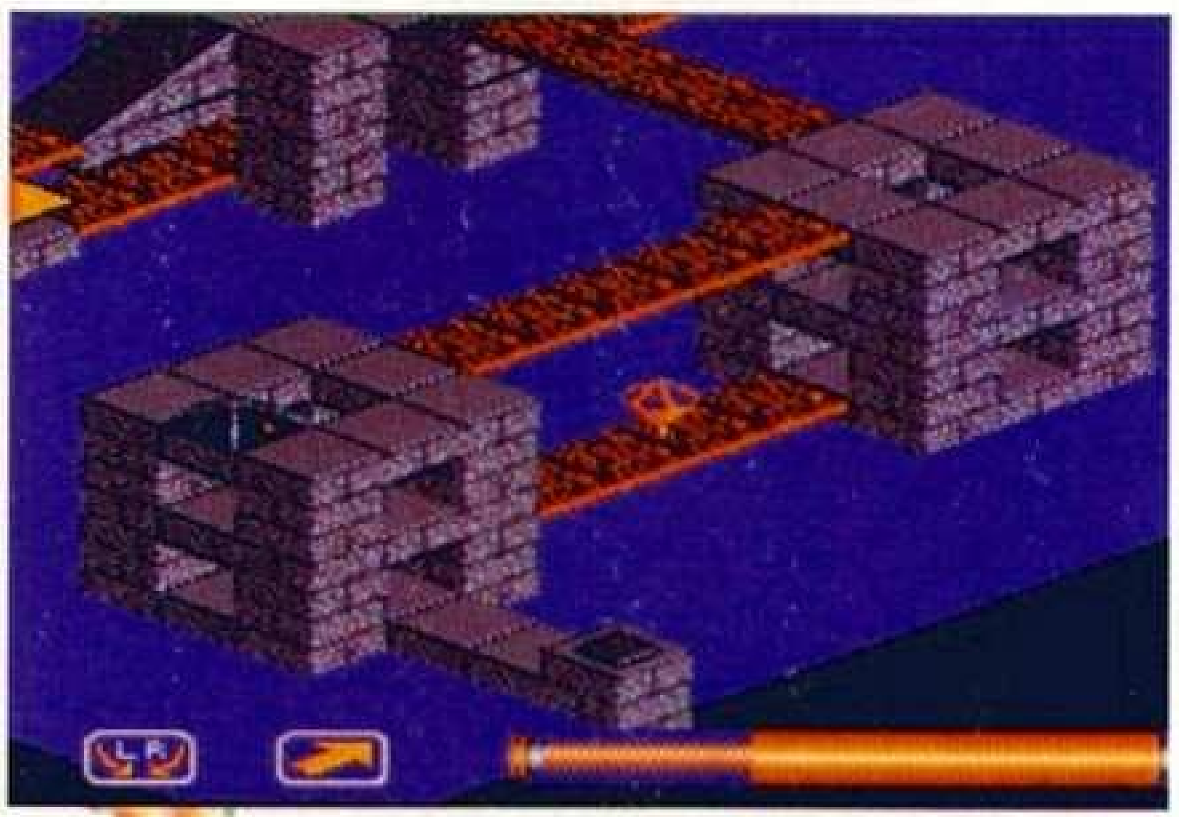


● DIAMONDS ARE FOREVER

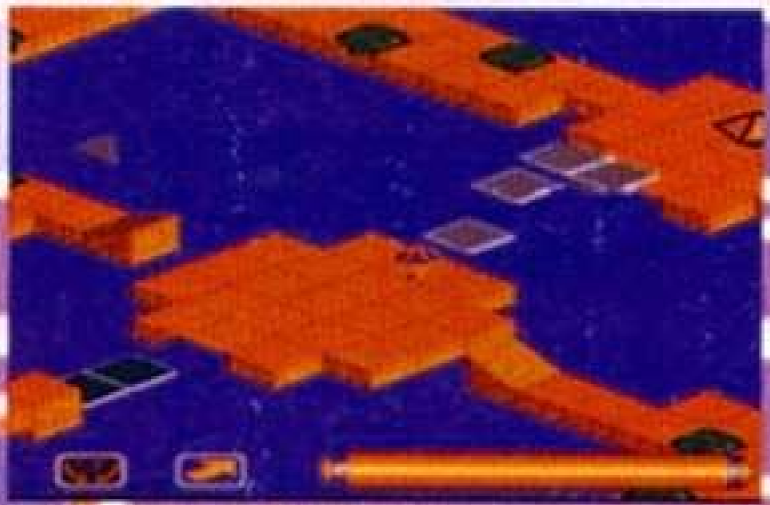
These glittering prizes come in two shapes are the whole point of GERALD's activities. Vast wealth awaits our hero if he can retrieve them all.

● BOUNCING BABIES

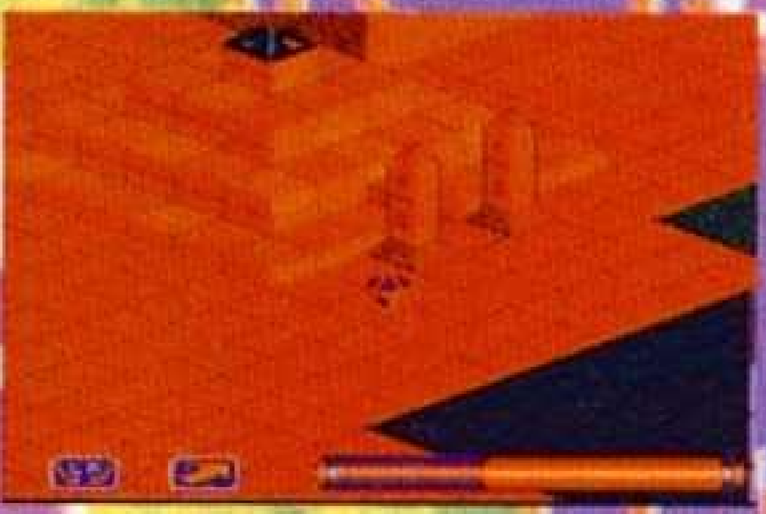
If it seems that GERALD can't get past a certain area, it's odds-on that one of these beauties is around somewhere. Not only do they cushion particularly long falls, but they can bounce him across gaps, too.



▲ Multi-level mayhem in this world. Each level is connected by a lift which has to be activated in the correct order. Tough? Yep!



▲ Get dextrous! Much leaping and zooming around is in evidence on this world.



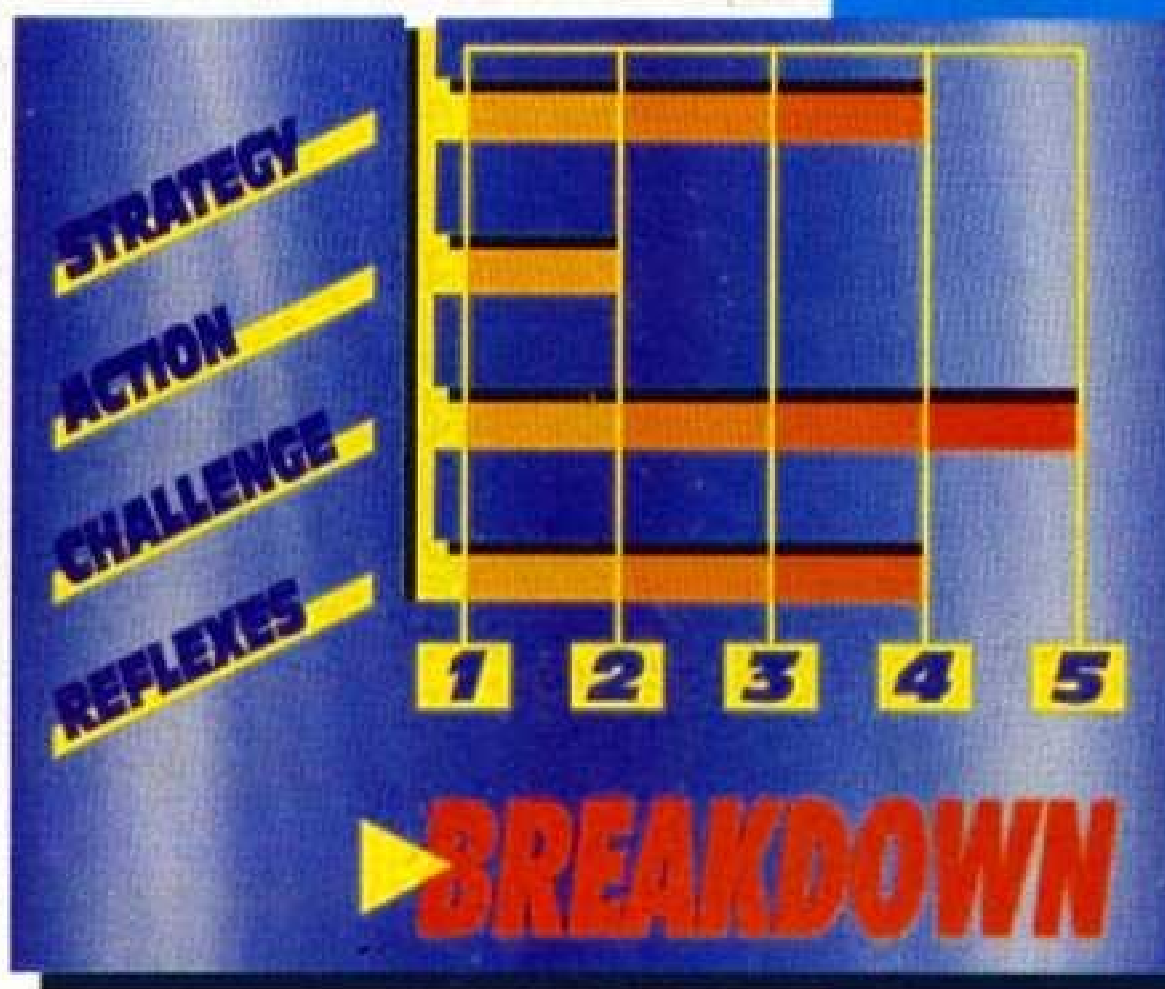
▲ This level is horribly tricky. The main sub-world is an absolutely huge multi-level maze connected by ramps and lifts, none of which are activated. So make a map and get your logic circuits going to solve the many puzzles! There's also a secret bonus world hidden in one of the pyramids - the entrance is invisible and it can only be found by trial and error.

COMMENT

JAZ

Nothing to shoot. Nothing to fight. No end-of-level bosses. And no power-ups? What kind of game is Spindizzy Worlds? Well, it's an original and absolutely brilliant one, that's what it is! Although, when I first heard of the game I didn't think it would be. All this exploring business sounded a bit too boring and dull for my tastes, and it was only because I was nagged incessantly that I actually played it. But once I did play it... bye bye weekend! It's fiendishly addictive, and you just want to keep on playing to find out what's around the next corner. The control method is superb, and the way the landscapes are constructed is brilliant, testing both your reflexes and your mental agility. The game itself is absolutely massive, and it takes ages to get all the way through the game - even on the easy level! With its password system and trainer world, Spindizzy Worlds is one of the most original and enjoyable games of recent months - don't miss it.

RATINGS



PRESENTATION

82

▲ Password system, trainer world and great in-game presentation

▼ Brilliant.

GRAPHICS

85

▲ Clever, but simple graphics give the worlds a truly solid feel.

▼ The few baddie sprites there are are naff.

SOUND

59

▲ Stunning series of tunes gives this a great atmosphere.

▼ Sound effects are minimal.

LASTABILITY

93

▲ A huge, huge landscape means there's weeks of play in this.

▼ Some of the later levels might be too hard for beginners.

PLAYABILITY

95

▲ Very easy to pick up and play, with clear objectives and a trainer mode to help you get the hang of things.

OVERALL

90

An excellent update of a genuine classic, and a long-lasting game that stands head and shoulders above any other Super NES puzzlers. Give GERALD a whirl - you won't regret it.

REVIEW

SUPER NES

2 PLAYER

4 MEG

SPR GAME

TKO
SUPER CHAMPIONSHIP BOXING
PUSH BUTTON!!
© 1992 SOFEL
LICENSED BY NINTENDO

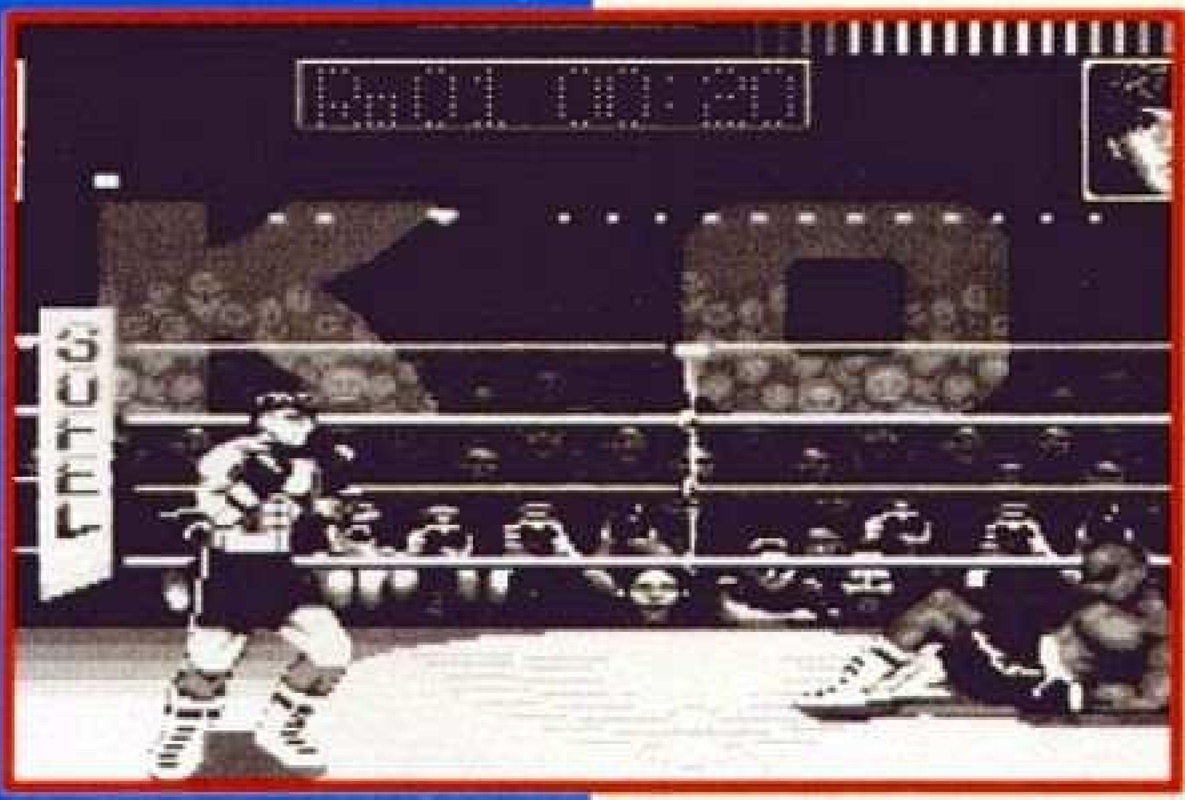
PRICE:£49.99
BY: SOFEL

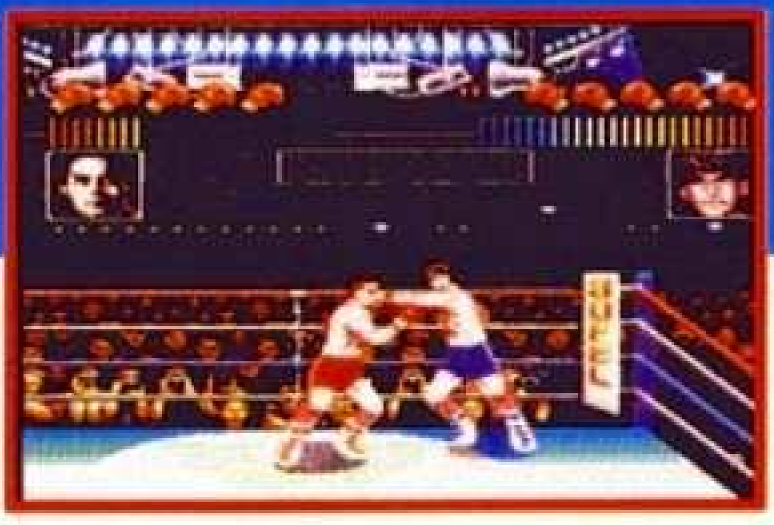
RELEASE
NOV
CONTROL
JOYPAD
GAME DIFFICULTY
EASY/MEDIUM
CONTINUES
INFINITE/PASSWORD
SKILL LEVELS
3
RESPONSIVENESS
POOR
1ST DAY SCORE
N/A
ORIGIN
This original boxing game takes a side-on view of the action and features a whole gaggle of other pugilists to beat.

For some kids, the only way out of the ghetto is boxing. However, those of you who don't live in Harlem are probably alright. But if you feel like recreating the poverty and desperation of these fighters, you could always sell your house and buy a pair of gloves. Failing that, however, you could invest in this new boxing "simulation" from Sofel

Take control of a beefy warrior with a hard name like Johnny "The Rabbit" Murphy and punch your way up through the ranks, chasing the heavyweight title and the cash it brings. You start out as a rookie, but with patience and skill it's possible to build yourself into a deadly fist machine.

TKO is a side-on view ringside view boxing title, featuring a choice of play options and a battery backup for saved tournaments.

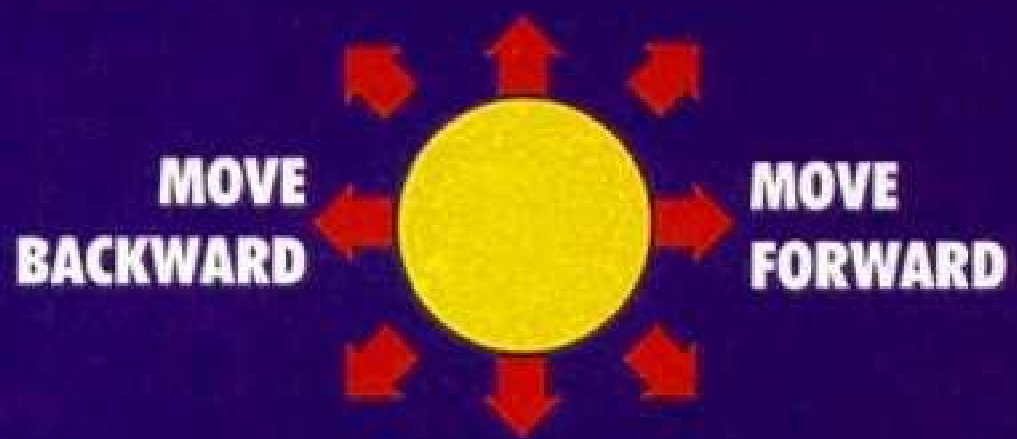




"FOR MORE POWER"

T.K.O.
SUPER CHAMPIONSHIP BOXING

How To Control



Y	PUNCH
B	PUNCH
X	NOTHING
A	NOTHING
L	NOTHING
R	BLOCK
S	**SELECT BUTTON:** NOTHING
S	**START BUTTON:** PAUSE

How To Play

Once in the ring, the rules are simple - beat the blinkin' flip out of your opponent whilst avoiding a pasting in return. Each boxer has an energy bar which is depleted depending on the power of the puncher and the endurance of the punchee. Once the bar is fully depleted, the boxer is knocked down, and only rapid button pressing revives him. If he's knocked down three times in one round or four times in a match a technical knock-out (the TKO of the title) is awarded.

MEET THE GANG

There are eight boxers mixing it for the title, each with their own staggeringly realistic and apt nickname. For instance, Larry "Ironfist" Scott is so named because he puts horseshoes in his gloves before every fight - looking at his power rating there can't be any other reason. In fact, you can play at home, having competitions to come up with the most contrived nickname for your personal tournament boxer. Here is a handy guide to all of them, detailing their speed, endurance and power, along with handy snippets of info about them from your trainer who appears before every fight.

JOHNNIE "THE RABBIT" MURPHY
POWER: ★★★★
SPEED: ★★★★★
ENDURANCE: ★★★
BURGESS SAYS: He doesn't punch much, but moves fast.

LARRY "IRONFIST" SCOTT
POWER: ★★★
SPEED: ★★★
ENDURANCE: ★★★★
BURGESS SAYS: "Ironfist" punches a lot but he moves slowly.

MIKE "CYCLONE" HENDERSON
POWER: ★★★★
SPEED: ★★★★★★
ENDURANCE: ★★★★★
BURGESS SAYS: Uses a lot of punches and is very fast.

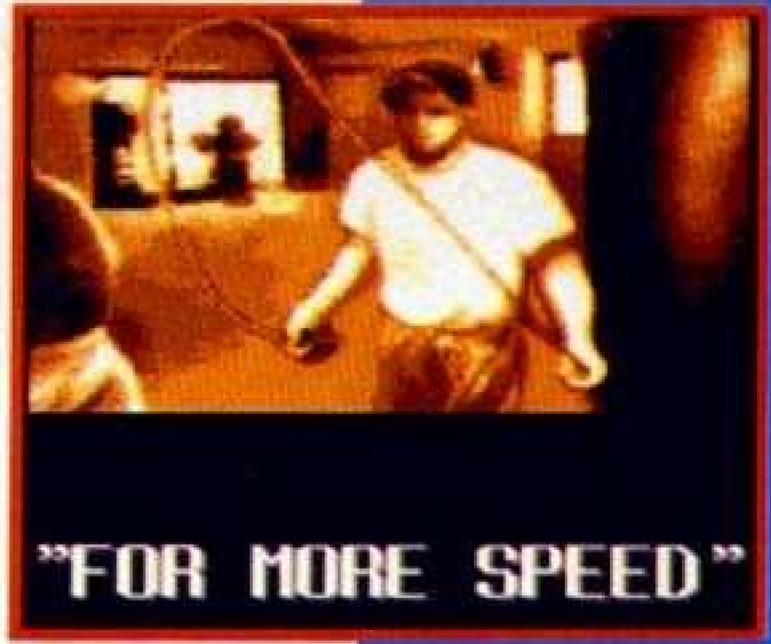
"BRUISER" MATTHEWS
POWER: ★★★★★★
SPEED: ★★★★
ENDURANCE: ★★★★★
BURGESS SAYS: A very strong puncher up close.

JIMMY "THE JABBER" PINELLA
POWER: ★★★★★★★★
SPEED: ★★★★★★★★
ENDURANCE: ★★★★★★★
BURGESS SAYS: Jabs a lot to the head and body.

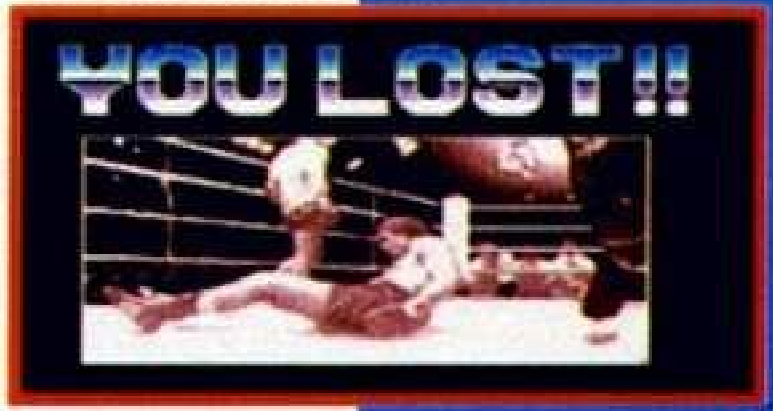
MATT "LIGHTFOOT" ROBIN
POWER: ★★★★★★★
SPEED: ★★★★★★★★
ENDURANCE: ★★★★★★★★★
BURGESS SAYS: Hits and avoids being hit by using good footwork.

"ROCKY" JOHNSON
POWER: ★★★★★★★★★★
SPEED: ★★★★★
ENDURANCE: ★★★★★★★★★
BURGESS SAYS: Very strong with great stamina, but he moves slowly.

THOMAS "THE ANIMAL" MITCHELL
POWER: ★★★★★★★★
SPEED: ★★★★★★★★
ENDURANCE: ★★★★★★★★
BURGESS SAYS: Very strong! Very fast!



▲ Tcop-seeking missiles which home in on our hero's kevlar-covered frame.



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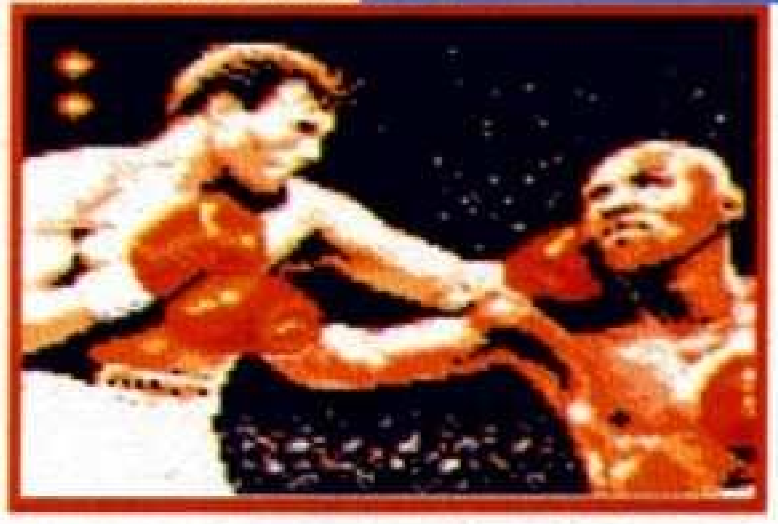


▲ Tcop-seeking missiles which home in on our hero's kevlar-covered frame.

HOW TO HIT PEOPLE

There are three play modes, Single-Player Match, Two-Player Match and Championship. Single-Player Match pits one player against the might of the computer, allowing the human to choose both his own boxer and his opponent from a selection of eight, each with their own stats displayed on screen. Two-Player Match pits two human players against each other, once again giving them the choice of eight fine boxers. The Championship is for those single players wishing to indulge in some tournament-type fun and frolics. This time, the player only selects the face of his fighter, as the game is started with a mere rookie pugilist replete with minimum stats, which are built up with training. The object of the tournament is to beat your way through the other seven boxers on the circuit to be proclaimed supreme champion of all time.

COMMENT

PAUL

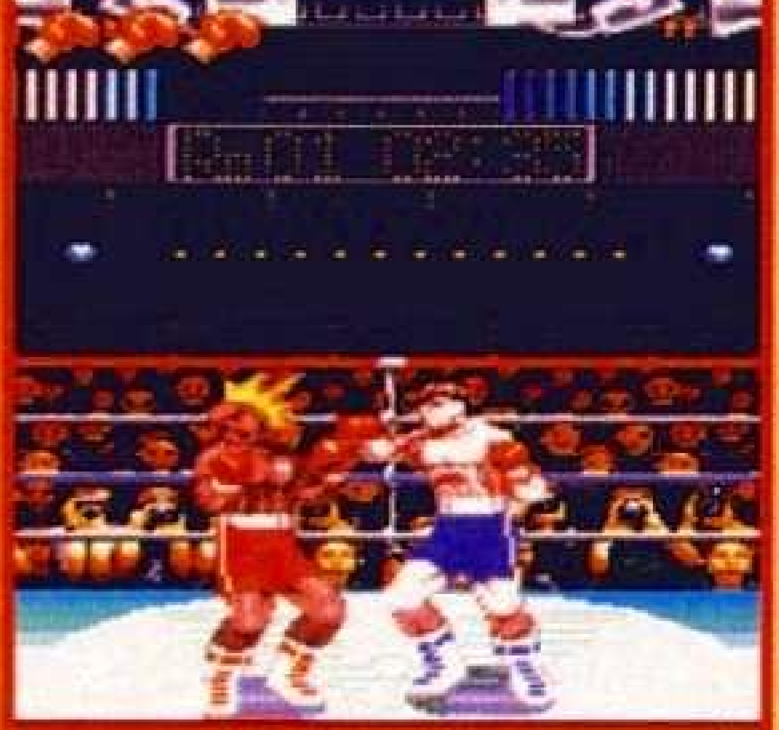
If real boxing was as dull as this, there would be a lot of unemployed professionals down at the DHSS I can tell you. Indeed if boxing professionals behaved like TKO would have us believe, they wouldn't have the ability to make it out of their front door. In all fairness, boxing games seem to have a bit of a problem on most formats. It is a difficult task to capture the nature of such a sport in a video game. Most of the faults seem to lie in the choice of a side-on perspective as opposed to face to face. If this was employed, tactics such as blocking or even getting through your opponent's guard would play a more important role. As the game stands, or takes a fall, it takes no skill to win a bout at all. And no lack of skill to lose either. Two buttons to punch, one to block and a hope for the best is all that the gameplay amounts to in the end. That and a good sense of humour as both fighters perform a doddering kind of barn dance about each other and the ring. It's difficult to take this game seriously at any stage of the proceedings. Of course better graphics may have helped. The static screens are nice enough, with plenty of digitised pictures to look at, but the main sprites are cumbersome and poorly animated. All the fights take place in the same ring and the naff parallax scrolling makes the spectators appear to be shifting about uneasily in their seats. The training feature is a good idea, though it doesn't make much difference to the game. What were Sofel intending to produce here? TKO is a long way off being an effective simulation. A far cry from the pure excitement of Street Fighter II. I'm all for software houses releasing boxing games, but not if they're like this.

BULGE

At the start of the tournament, your boxer is indescribably weak. However, every time he wins a fight he is given the option to train himself up by one of several methods, each one having a different effect upon his prowess. After each training session, a password is given which allows you to play that boxer in any of the play modes (even against a friend).

SKIP ROPE: For greater in-the-ring agility. Nifty footwork starts with skipping, and allows your boxer to dodge around and change direction quickly.
MEDICINE BALL: Having a medicine ball dropped on one's stomach has the uncanny knack of building up resistance to pain. If you want to be able to take more punches, select this option.
BENCH PRESS: Build up your punch power with a few days of intensive weight-lifting, allowing you to dole out the damage at a rapid rate.
SAND BAG: Build up your punch speed with the sand bag option. This allows your boxer to unleash his full string of blows in a flurry, and speeds up the punch counter recuperation too.
ROAD WORK: Road work is intended to build up your fighter's endurance, and although this doesn't improve your boxer's ability to take any more punches it does help when it comes to whacking the buttons to get up (ie it's a lot easier).

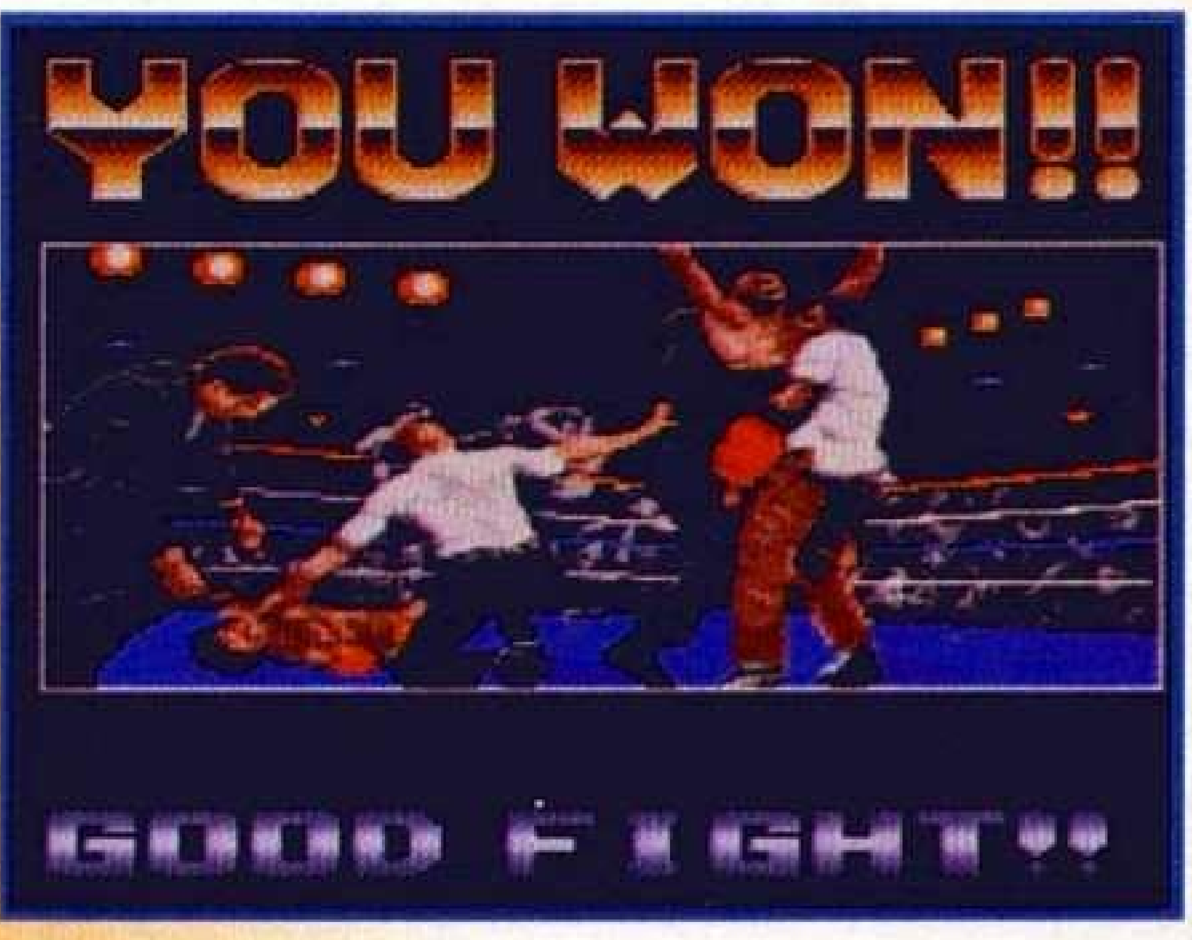
▲ These droids have been left throughout the early stages and release co



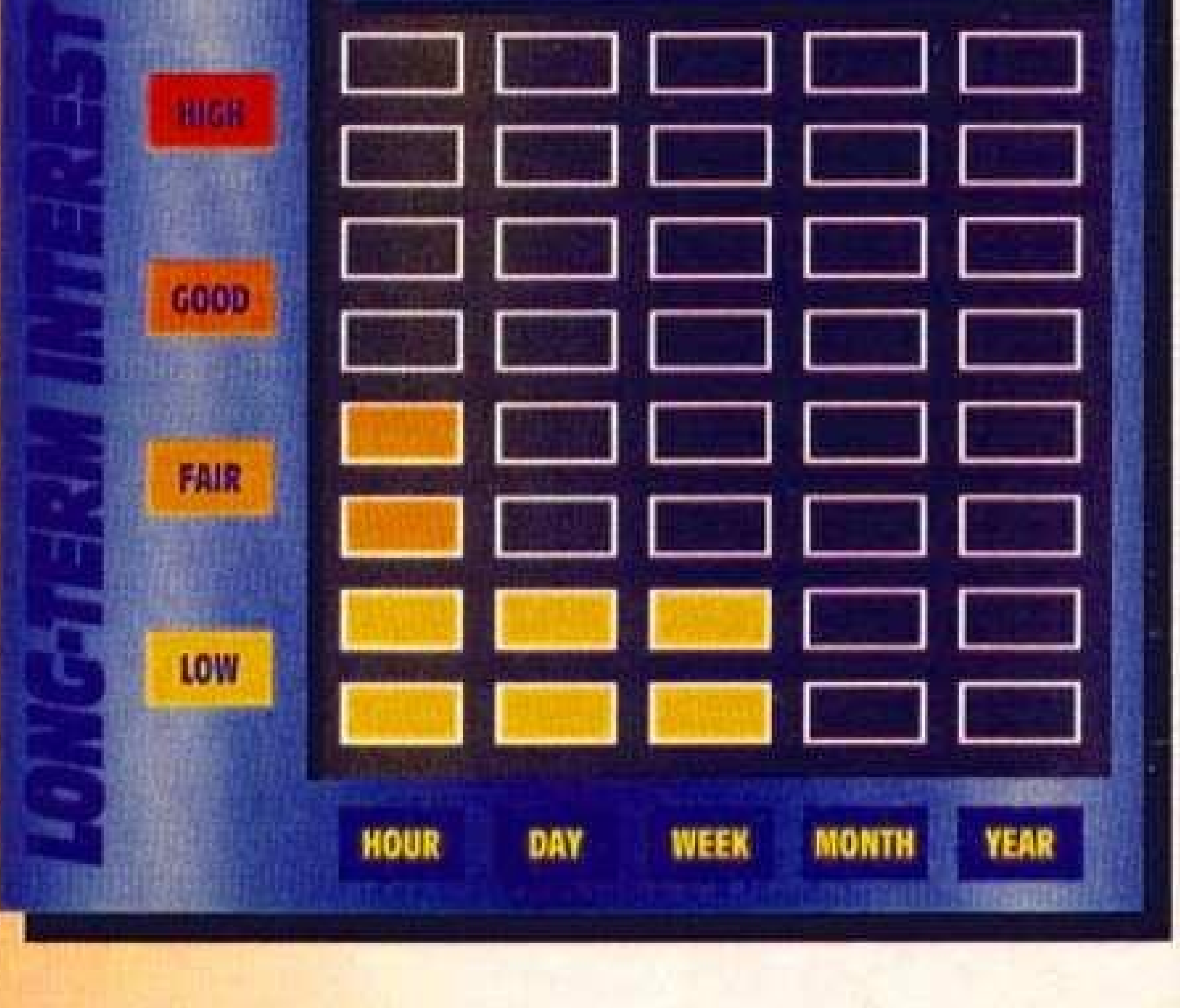
▲ These droids have been left throughout the early stages and release co

COMMENT

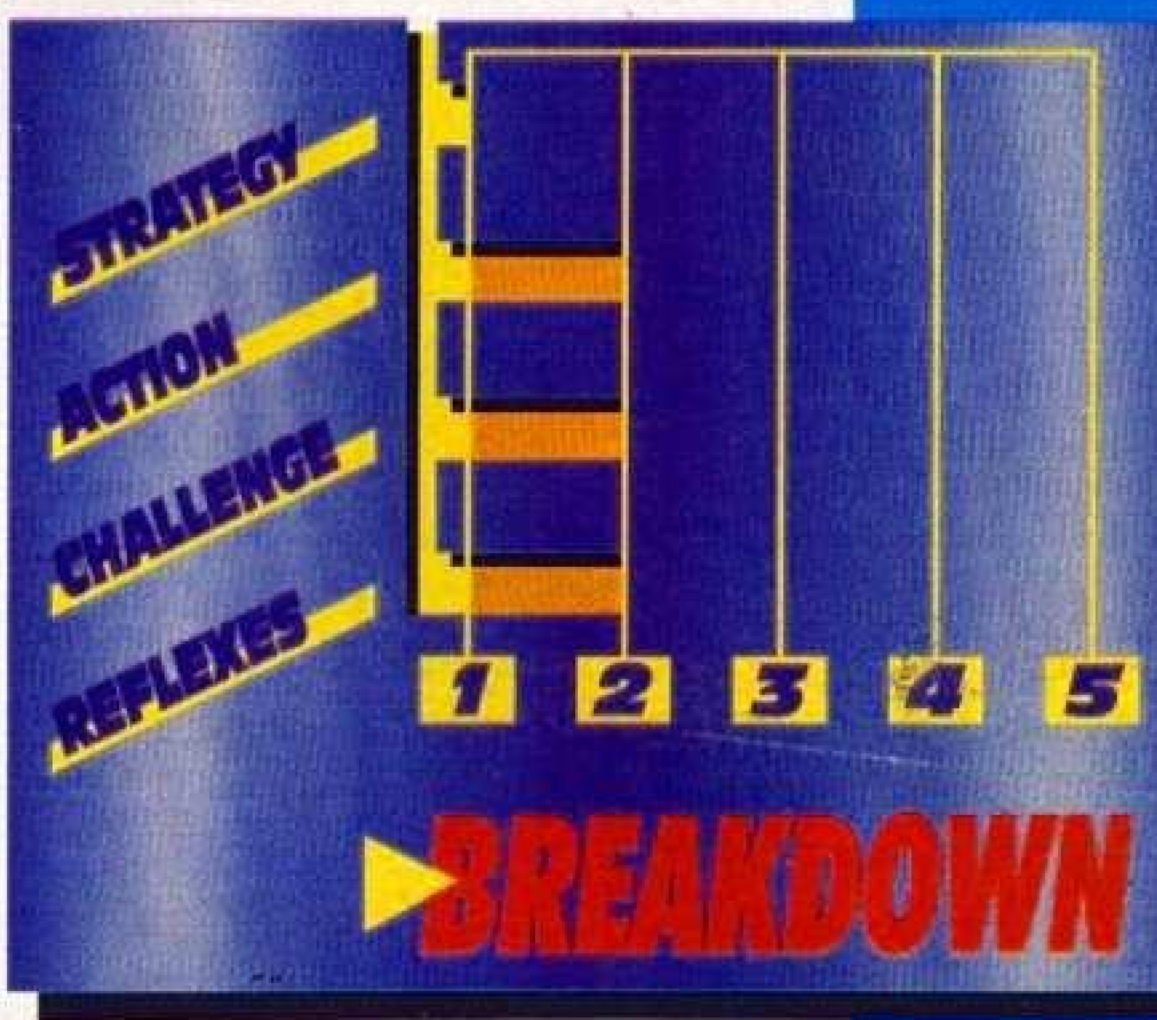
TKO Super Championship Boxing really has nothing going for it at all. The graphics are as pitiful as any you'll find, with weedy sprites, poor animation and a physics-defying parallax scroll effect on the crowd. The sound is abysmal - there are only three sound effects, two of which are punches and the other being the bell. Words, however, cannot do justice to the overwhelming feebleness of the gameplay. Skill, judgment and tactical strategy are just three things which don't feature in a game of TKO. Random button bashing and hoping the erratic defence of your boxer doesn't decide to let all the blows through is usually what makes up a turn. The training and attributes of each boxer make no practical difference to the game whatsoever, nor in fact does trying to put your guard up - it's down to the SNES whether you succeed in blocking or not. Then of course there's the great game logic. For instance, watch whilst a boxer is on the floor. Observe the speed at which the ten count is called. Now look at the game clock. For some strange reason, the two clocks run at different speeds. Is there a strange time warp in between clocks? Is one of them running at Martian speed? Or is it just sloppy programming? There isn't even the saving grace of a challenge about it, TKO is easily completed on the first attempt even on expert level as it only takes one tactic to defeat all the other fighters (of whom there are pitifully few). Avoid this lame product like the plague.



▲ These droids have been left throughout the early stages and release cop-seeking missiles which home in on our hero's kevlar-covered frame.



RATINGS



PRESENTATION

83

▲ Lots of good presentation screens and saved boxer codes are a good idea.

▼ Not enough options.

GRAPHICS

52

▲ Decent mugshots of boxers and intermissions.
▼ Small, bland, unrecognisable sprites, decrepit animation and only one background.

SOUND

18

▲ The sound effects are so bad it's a relief there's only three of them.
▼ Abysmal speech, effects and tunes and no variety in the sound whatsoever

LASTABILITY

27

▼ There are only seven other boxers, the three skill levels fail to provide any sort of challenge. Even the two-player mode is boring and dull!

PLAYABILITY

37

▼ Slow, unresponsive and erratic controls, no skill is required to win or lose and the gameplay is very repetitive.

OVERALL

A very poor boxing game which fails to provide action, excitement and any sort of challenge. Even ardent boxing fans will be disappointed by this.

88

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REVIEW
SUPER NES
SUPER MARIO KART
REVIEW

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REVIEW

SUPER NES

1 PLAYER

4 MEG

PUZ GAME

KING ARTHUR'S WORLD
1992 Argonaut Software
© 1992 Jaleco

PRICE: £44.99
BY:JALECO

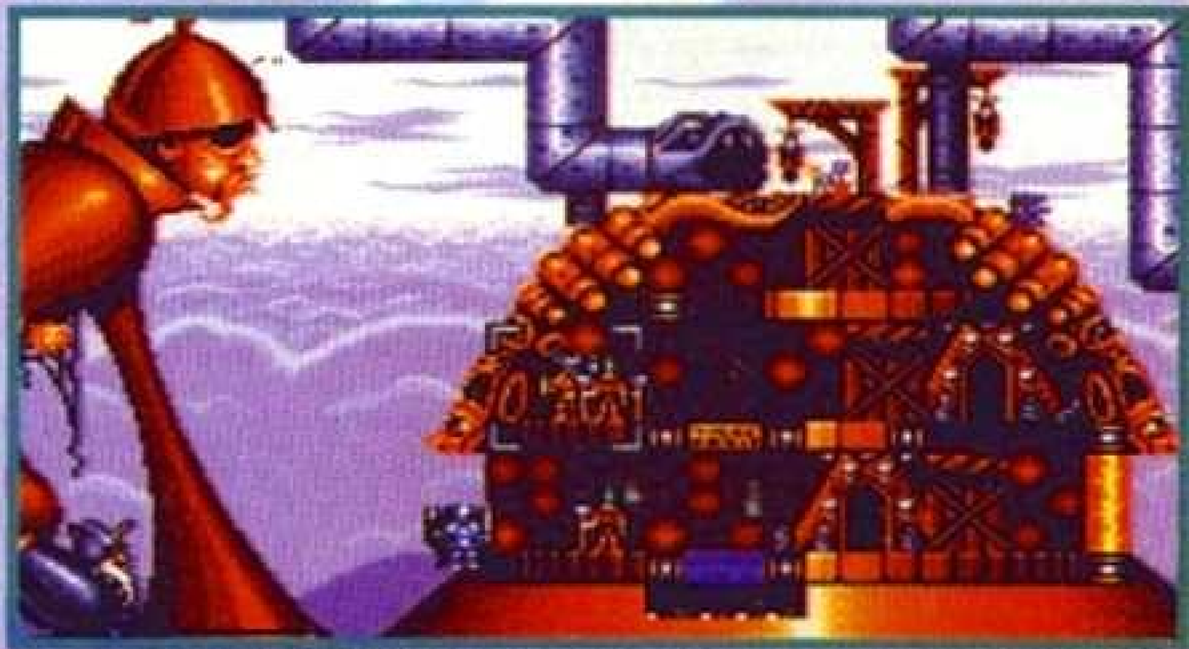
KING A
WO

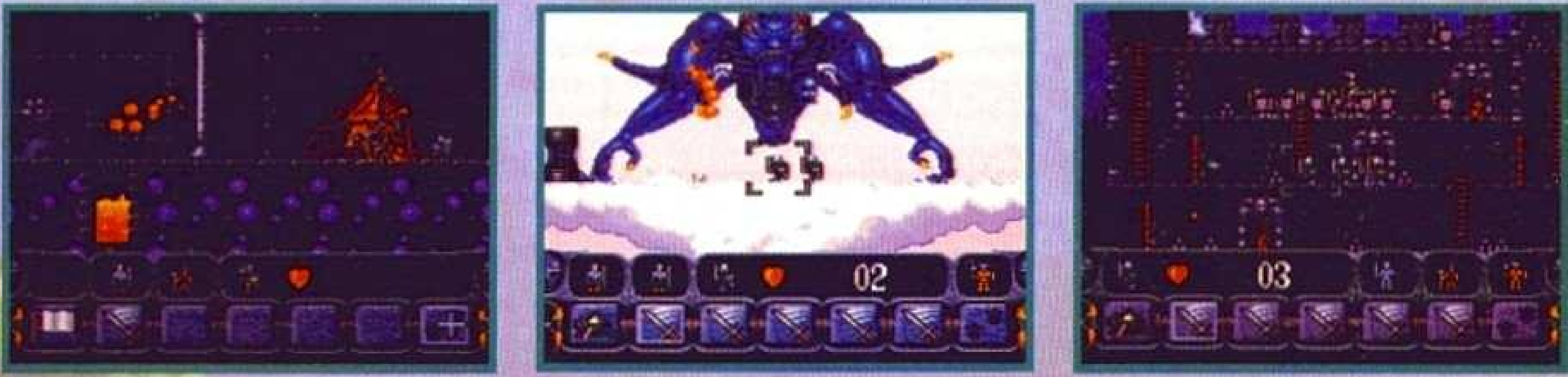
"Eee, Merlin. What are we going to do about this 'ere Goblin King?".

"You're going to get an army together and destroy him," replied the gentle King and his wise counsellor. And despite all the trouble raising an army and training them brought upon poor King Arthur's shoulders, he would have smiled a Kingly smile if he thought of all the pleasure that tales of his waggish antics would bring to later generations.

What, you haven't heard the legend of the Goblin King and the Cloud Demon? Well, now is the time to bone up on our heritage by grasping the challenge of this peculiar game from Jaleco. The objective is to march your glorious troops through level after level of puzzle-filled terrain, killing enemies, destroying castles, and having the occasional scrap with the commoners. The final goal is the complete annihilation of the aforesaid Goblin and his ranks, but before you square up against him, 30 stages of battle-torn strife await your loyal soldiers.

Mastering the skills of a General and training your troops takes up your early campaigns. These take place in the relative sanity of ye olde Britain, but the further you get into the game's levels the more imaginative the terrain becomes and creatures you have to battle. Prepare to travel both underground and even up to the stratosphere. And, ultimately, prepare to battle the Goblin King...





▲ As you guide your loyal troops, thje mission takes you both above and under ground - and into the air for the final confrontation against the Goblin King.

RELEASE
DEC
CONTROL
JOYPAD/MOUSE
GAME DIFFICULTY
HARD
CONTINUES
1
SKILL LEVELS
1
RESPONSIVENESS
S-L-O-W
1ST DAY SCORE
COMPLETE TRAINING
ORIGIN
From its look and feel, King Arthur's World resembles Sunsoft's Lemmings. However, a variety of original wargame features have been added.

How To Control

8-WAY DIRECTIONAL CONTROL

Y CHANGE CHARACTER
B PERFORM ACTION
X SELECT CHARACTER
A SELECT ACTION
L SCROLL LEFT
R SELECT RIGHT
S **SELECT BUTTON:** Not Used
S START BUTTON: Pause

How To Play

King Arthur's World consists of four areas, each of which is split into separate levels and which feature a variety of progressive objectives. On each level you control the King and his troops, swapping between each with the joypad/mouse. The different abilities of each troop class need to be exploited if you are to breach obstacles (such as moats and doors). A level is completed when King Art locates the sparkling treasure chest which acts as the exit for each stage The ultimate aim is to rid the land of the Goblin and Demon Overlords.

RTHUR'S
RLD

LAYOUT

Before we get into all the mediaeval capers, let's get to grips with the way the game works, and how it's presented. The screen is split into three parts - playing area, stat strip and the Icon strip. Let's have a look at each in turn carefully, and we won't get confused again. So pay attention and no talking at the back.

PLAYING AREA

Here you see representations of the King and all the troop types as small figures. The terrain is also fully displayed: castles, bridges and countryside.Your men move in four directions, providing their route isn't blocked. They also perform all their actions - including fighting and shooting - here. When the crosshair is in this area, it is used to jump between the one character you may control at a time. The large box denotes that selected character.

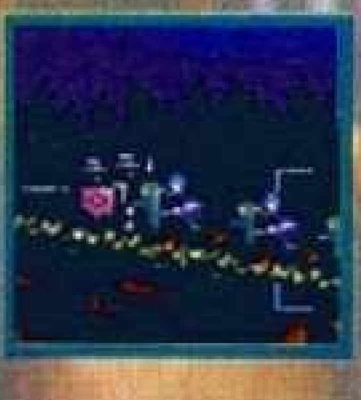
STAT STRIP

Located directly below the playing area is a narrow strip displaying two types of information. The central area shows which character is currently selected, their state of health, and whether they are moving or stationary. The other boxes are filled with icons of any other troop-types currently on walkabout. When using the mouse, you swap characters by clicking on these small boxes.

ICON STRIP

The lowest area, which is where all actions and characters are controlled from. The strip flips two modes. The first displays the possible actions of the character currently selected (eg. an archer displays three arrow icons here). An action is selected from this mode by using the mouse or joypad in conjunction with the A-button. Pressing the B-button makes your selected character perform the action highlighted on this menu.

The second mode is activated by the X-button, when you want to release another character from the tent. All the troops types and the numbers remaining of each are displayed, they are selected in the same way as the above mode.



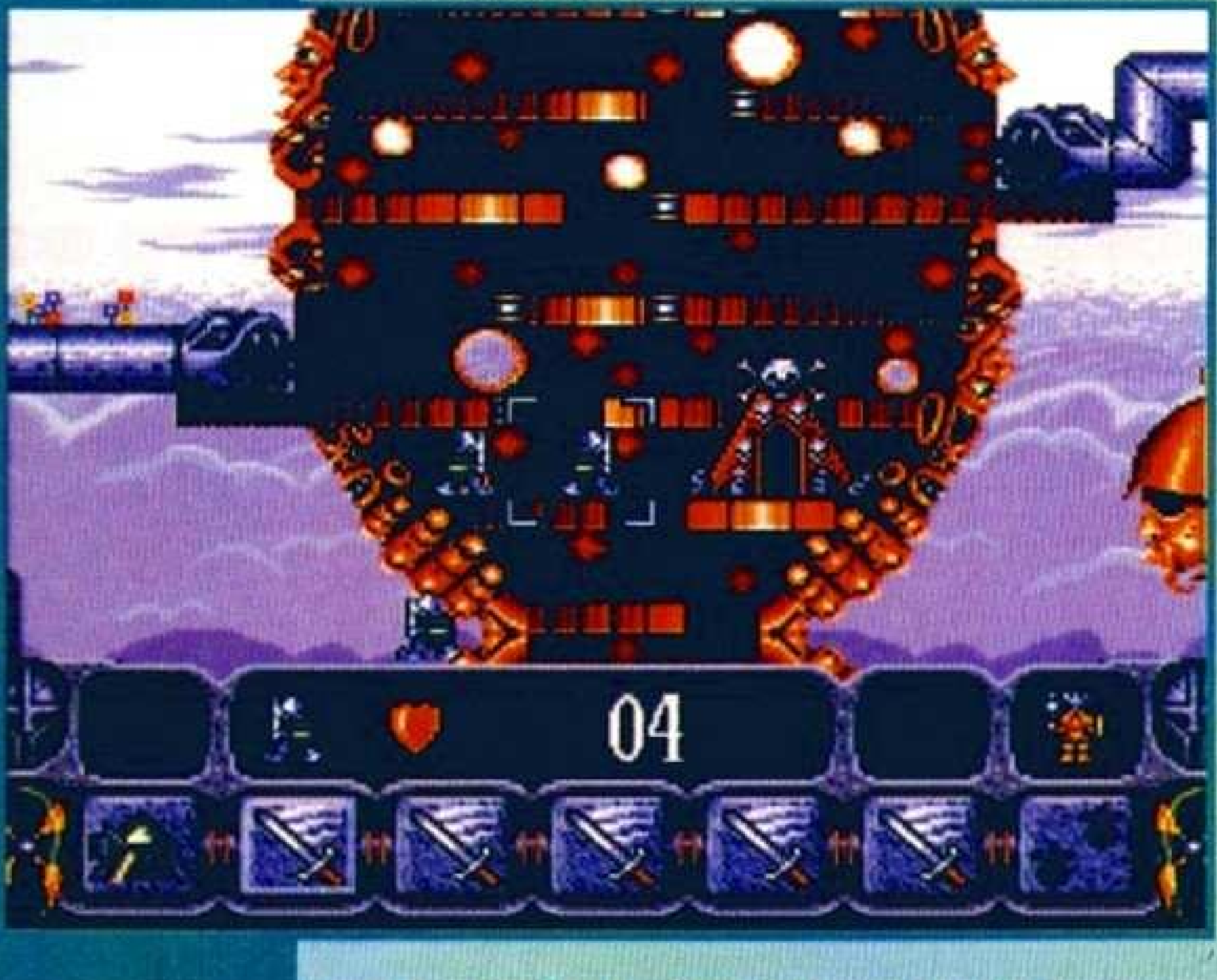
RODENT CONTROL

King Arthur's is one of a select band of games which support the Super NES mouse controller (which is supplied in the Mario Paint package). This allows you to play the game in a completely different way, and since fast controls are essential to this game, it's worth practising with both methods to see which suits you most. The Super NES detects the mouse automatically, so no option changes are necessary. The only additional feature the mouse gives you is the chance to see the entire level area, accessed by holding both buttons and using the mouse to scroll in all directions. The standard game controls are as follows:

RIGHT BUTTON: Held down, this allows you to control the crosshair and search through the landscape> it is also used to target the character you wish to move/act. When the crosshair is on the icon strip, this button also flips between the two functions of the strip (see Icon strip!)

LEFT BUTTON: Virtually every order is dictated to your people using this, including selecting and moving a character, making a character act, and adding more soldiers from your reserve squad.

MOUSE BALL: Moves the crosshair on screen, scrolls the screen, and selects between the boxes on the icon strip.



SOO-PA-PA TROO-PA-PA

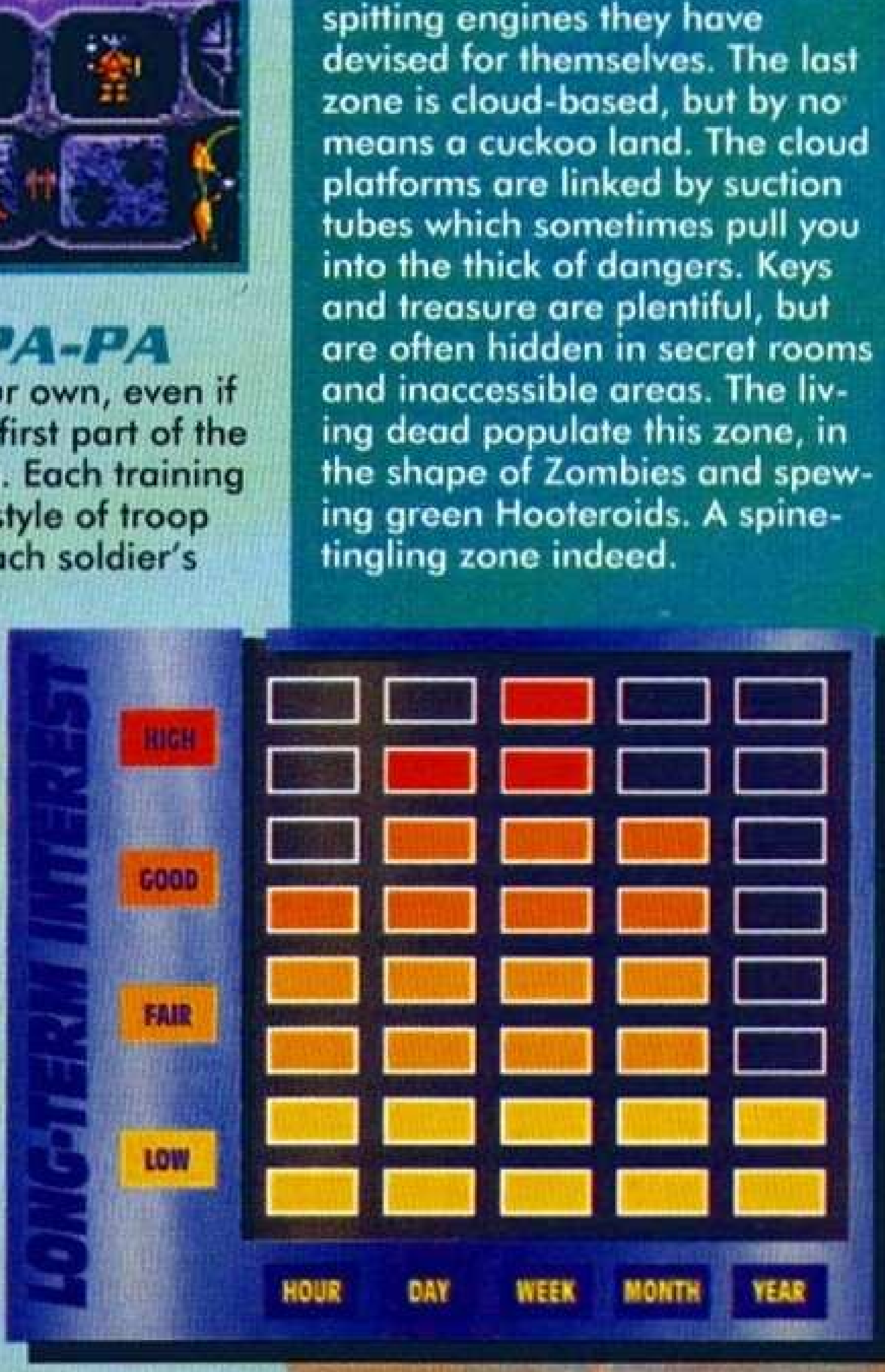
You can't overrun the enemy on your own, even if you are King Arthur. That's why the first part of the game is taken up with army training. Each training level acquaints you with a different style of troop and their assorted skills. Learning each soldier's particular skills is essential.

Firstly, you release your troop from the tent, where they are all safely billeted. Now, point your chosen troop in the required direction with the joypad. For argument's sake, let's suppose you picked a fighter. Now, if you run into a group of soldiers that's dandy - he'll fight through allowing Arthur to progress unharmed in his wake. But if the soldier runs into a locked door, or comes under an ambush, then it's back to the tent for a troop possessing door-breaking skills. The key to it all is Arthur; as all the other troops are only there to aid his progress to the chest.

▲ Storming the castle walls with both your barrelmen and archers in tow. Use the former to blow open the doors, and the archers to pick off any sentries.

RAISE THE DRAWBRIDGE!

There are a number of terrains in the regions of King Arthur's World. The first levels take place in the grasslands of 'Real World'. You come across castles and towers, and underground passages, whilst obstacles include pits, water courses, and manned battlements, fitted with flaming oil traps. The second region is set completely underground. In this subterranean nightmare, dwarfish cogs travel upon networks, ready to crush your troops in an instant. In addition, hungry green monsters gleefully slide towards the tent, eating your men as they emerge. The Goblin's mineworks present hazards like runaway railcarts and hoists to add to the devilish fire-spitting engines they have devised for themselves. The last zone is cloud-based, but by no means a cuckoo land. The cloud platforms are linked by suction tubes which sometimes pull you into the thick of dangers. Keys and treasure are plentiful, but are often hidden in secret rooms and inaccessible areas. The living dead populate this zone, in the shape of Zombies and spewing green Hooteroids. A spine-tingling zone indeed.



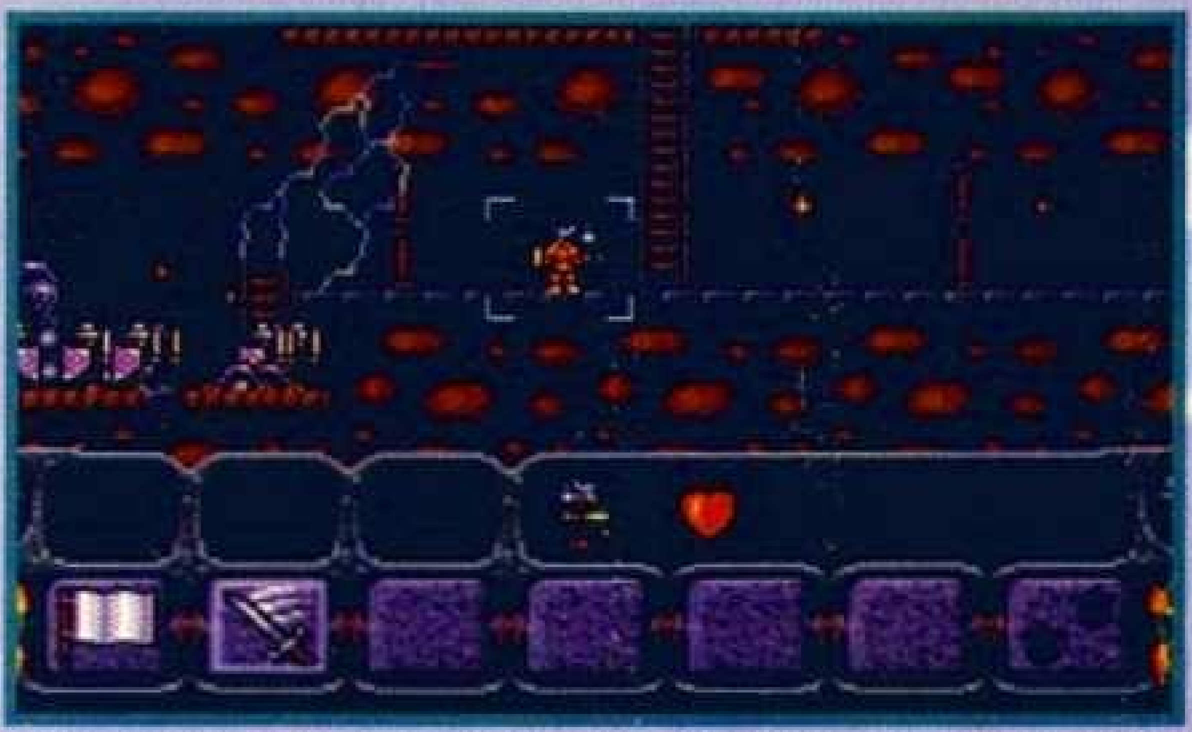
COMMENT

PAUL

Flippin' 'eck this game is tough! It's also another top quality game to add to the rapidly expanding variety of stuff available for Nintendo's 16-bitter. Don't be put off by the tiny nature of the graphics and apparent lack of action, because I was and am now eating my words of scorn as due punishment. King Arthur's lackies may have a quiet time of things to start with but the level of challenge ruthlessly increases as the quest goes on, and that's just the training levels. Critical comparisons to lemmings are inevitable but it soon becomes obvious that King Arthur's Quest is very much different to what has gone before. The graphical representations of each level are finely detailed and carefully animated to great effect. It's an excellent laugh to watch the enemy die under a hail of the archer's arrows as Arthur's engineers bash down a castle door as the soldiers wait to pile in and do everyone. I ask you, was there ever so much satisfaction to be had in Lemmings? Like Gus, I was mightily impressed with the tunes heard as King Arthur's world unfolded, getting down so much that I had to be picked up off the floor when tackling the Goblins. My only complaint is that a couple of the oppositions' leaders were a bit simple to kill, however getting to them is another matter. So, on reflection, I suppose impossible-to-beat Goblin Kings would have been a bit too much to bear. King Arthur's Quest is certainly a worthy one and I suggest that you gird your loins and venture forth to win this treasure as soon as is mortally possible.

MORTAL COILS

Mediaeval death awaits most of your happy band, but casualties are a fact of war. The main thing is to protect Arthur. An excellent fighter and surprisingly fit for his age, he withstands more damage than most, but he is still under threat from, fire, pits, falls, slings and crushers. Let the Grunts take the brunt of the attack and keep Art in reserve. Also, make sure that characters currently no tin use are stationary, or they are likely to blunder into all these hazards.



CLASS ACTION

FIGHTERS

You are normally granted around 30 of these. Their only ability is combat, but they are good at it, and are able to sustain considerable damage. Use them in confined spaces (castles, for instance) or to defend against massed enemy ranks of fighters.

ARCHERS

Most levels grant a fair supply of these. They have three arrow trajectories, which span great distances. Use them to 'soften' a target or to take out slingers on battlements.

SQUIRES

Squires are shield holders, and are similar to the blockers in Lemmings. When deployed, they halt the progress of an enemy army. They don't stop your troops, though. They also boast fair combat skills, and quite sturdy.

BARRELMEN

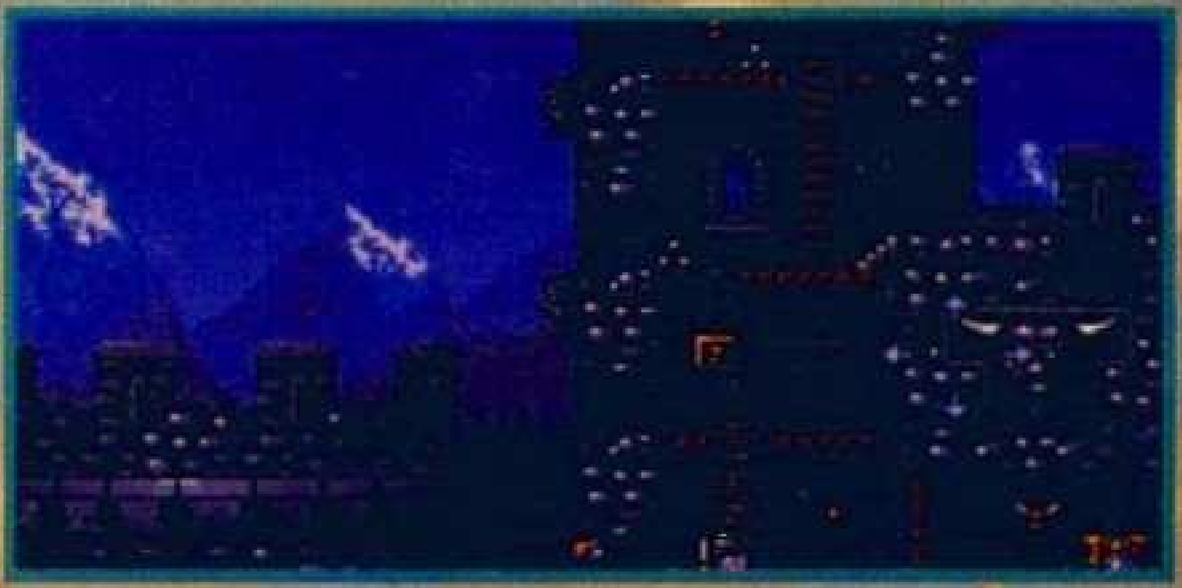
These guys are explosive experts. Each carries a barrel of gunpowder which is fused and lit. The resulting explosions destroys doors, bridges, thatched roofs and people alike. Make use of these effects as you please.

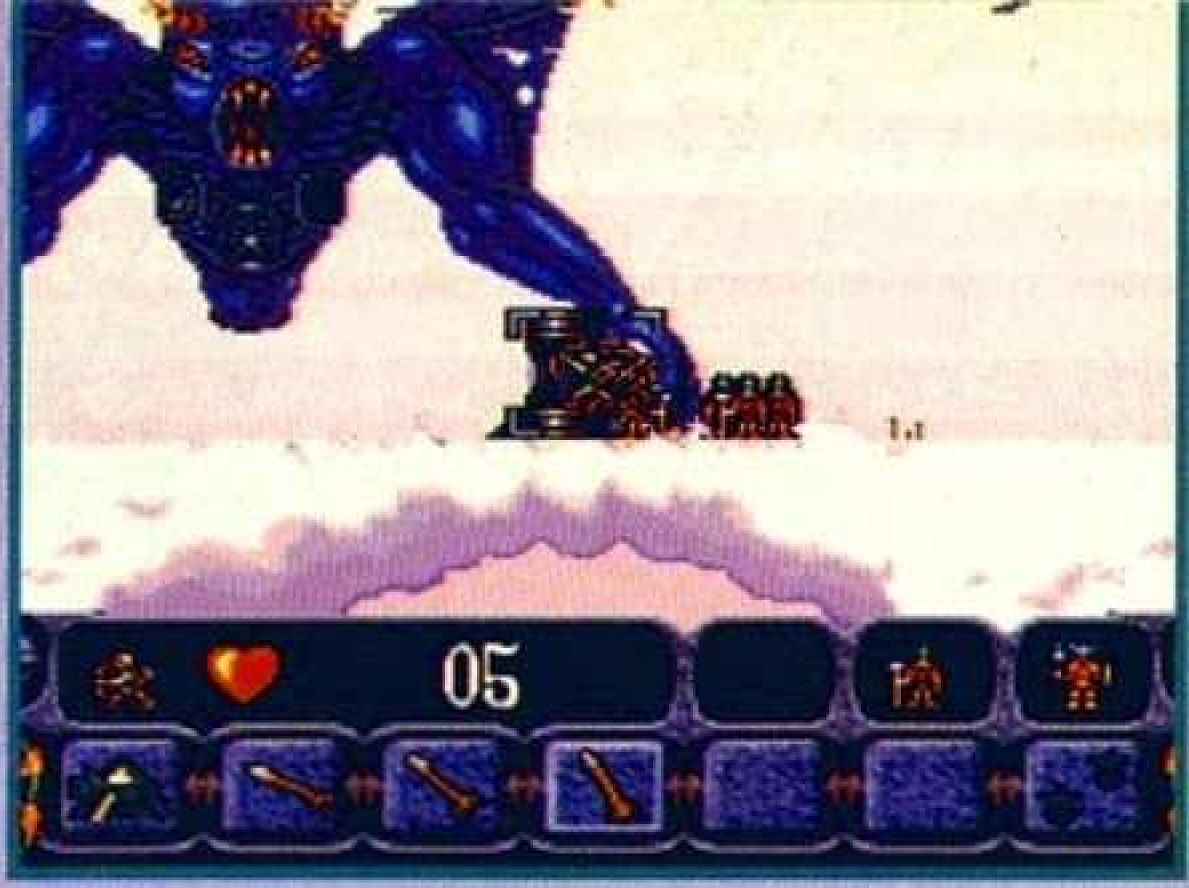
ENGINEERS

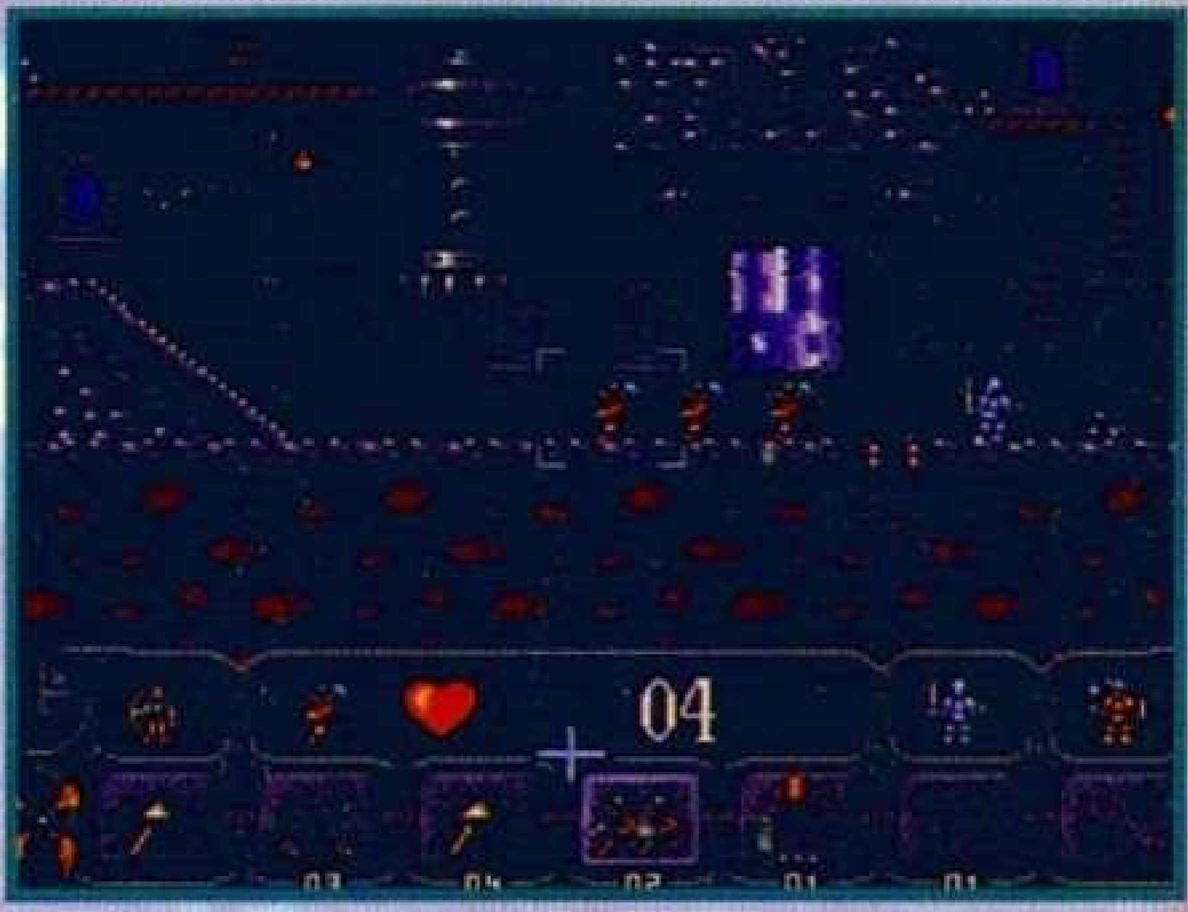
The engineers are the most versatile, and important rank of the game, as they build contraptions which help overcome obstacles in your path.

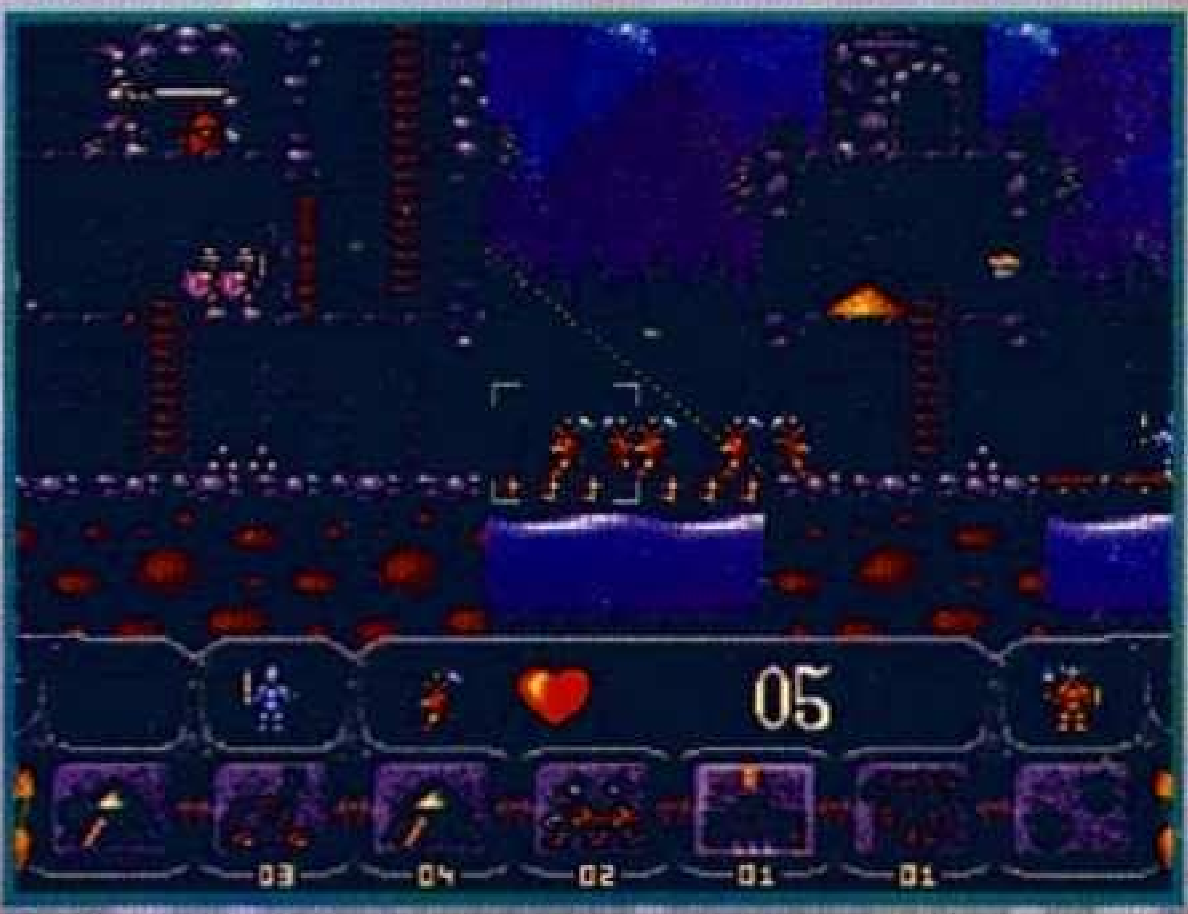
WIZARDS

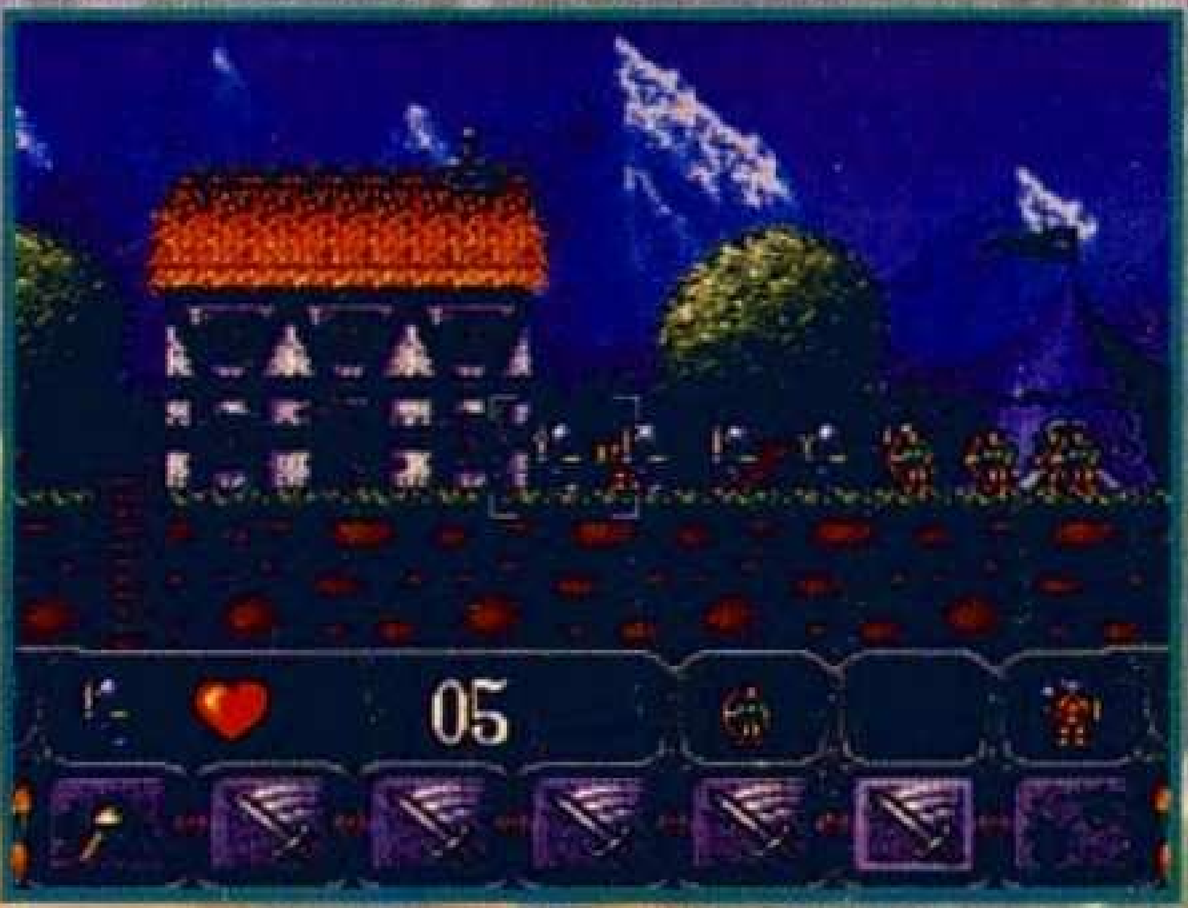
Their are two types of wizard - good and evil. Both work for you, but their spell types are very different. You'll find them detailed elsewhere. As you'd expect, wizards are weak in combat, keep them defended. They teleport back to the tent after each spell has been cast.











▲ Arthur himself cannot be sent into battle - after all, he is the all-important King. However, his trusty men will do absolutely anything for him, and risk their lives with no thought for themselves. As they progress towards the evil Goblin, your control skills are honed to such a point that sending small packs of men on to separate missions becomes second nature. Luckily, a password system also allows you to skip the preliminary stages, and this will prove invaluable as the game's many levels will take ages to crack. The actual confrontation with the Goblin king takes the form of guiding your men against a massive, pertially-hidden creature which appears on the screen piece by piece. And all the time you are hacking awa at it, the sound is playing in the game's unique Dolby stereo - ooh!

Victory

King Arthur and his troops celebrate another victory of good over evil.

LEVEL LEAPS

By the grace of God, a password option has been incorporated into King Arthur's World, enabling you to tackle any of the levels, right up to the final boss. Using it is super simple. Just click on the colour grid to change the colours and the whole vista of mediaeval sagas is instantly available. Fresh level codes are given when a stage is complete.

PRIVATES ON PARADE

To prepare you for the complicated challenges of the three real game zones, the first part of the game is a training section comprising nine levels. Each of these is a simplified version of the full game, with a single objective. For every training challenge you have access to the one troop type in need of training. The beauty of this introduction is that it eases you into the full game, which otherwise might become a bit too hectic for mere novices.

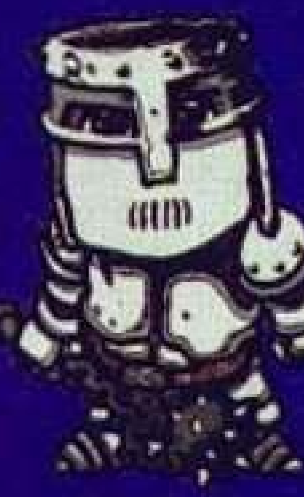
▲ Different trajectories are available to ensure that your archers are extremely accurate. The lower angles allow for long shots, whilst the near vertical shots allow you to fire from the relative safety of standing next to a wall.

RANKIN' FILE

King Arthur's army comprises of several ranks, all of which have differing abilities. You have a set number of each rank per level, and they all start off stowed safely in the capacious tent. Some ranks, like fighters and archers, come in groups of four or so, and are controlled by a 'leader' whom the rest follow. These particular classes perform their actions - combat and archery - as often as required, whereas other ranks, such as barrel-men, perform them once, then head back to the tent for a cuppa.

You are limited to four character ranks, including Arthur, on the playing area at any one time. To get another rank out the tent, when the field is full you have to send one of the unused ranks back to the tent - using the tent icon on the strip. Ranks sent 'home' are then ready to be recalled if and when you need them, but any lost in battle are irreplaceable, so bear that in mind if a particular rank is vital to complete a level.

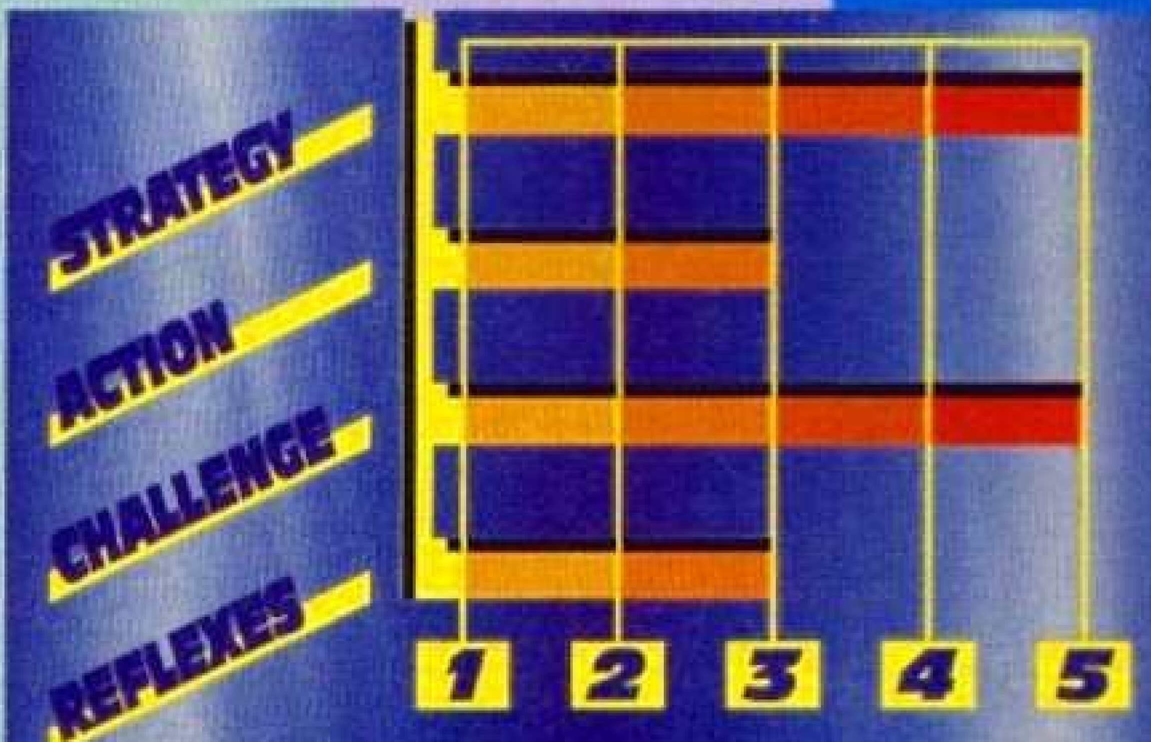
COMMENT



GUS

At first, my eyebrows were severely furrowed with regard to this product - it seemed an annoying, pedantic Lemmings clone. But I'm ready to admit I was wrong. And now I grovel before the throne of King Arthur's World - the new King of strategy games. The fact there is a new strategy game for the Super NES is welcome in itself, considering their scarcity. The excellence of this particular effort is all the more praiseworthy. As you would expect from the screenshots, and gather from the review, the game's mechanics are very similar to those of Lemmings. But the mechanics are just the way it operates - the game itself offers much more than a mediaeval Lemmings. Coordinating all the troop types for a tricky assault on a well defended position takes time and thought. The way the action is depicted is excellent - cannons fly and arrows zing, and thousands perish. Yum! You get the real feel of a battlefield with all the little sprites milling around, and Arthur lopping limbs off somewhere in the melee. There has to be a special mention for the sound, which uses stereo to great effect. Some of the funky cuts sound great - even if they seem out of place. You'll gather I've taken a real shine to this one, and anyone with a few spare brain cells are sure to do likewise.

RATINGS



▶BREAKDOWN

PRESENTATION

▲ Neat password system, sound test, and nice in-game presentation.
▼ An initially confusing array of information which needs to be mastered.

92

GRAPHICS

▲ Very atmospheric 'castles and catapults' type graphics - great animation
▼ With everything on such a small scale, eye-strain may develop!

77

SOUND

▲ An eclectic range of fabby tunes - from Wagner to Funk!
▼ Some of the stringy numbers are a bit too 'passive' for the action

86

LASTABILITY

▲ 30 levels, and the challenge of the later ones is massive
▼ If you learn level patterns with military precision, boredom may eventually arrive

93

PLAYABILITY

▲ Playing the game is a totally absorbing experience, with so much to do
▼ The early stages of play are frustrating, due to their complexity

90

OVERALL

A mega-game, that reveals its secrets in time. At least as good as Lemmings, and maybe even better...

92

1 PLAYER

2 MEG

DRV GAME

FERRARI
GRAND PRIX
CHALLENGE
PRESS START

PRICE:£39.99
BY: ACCLAIM

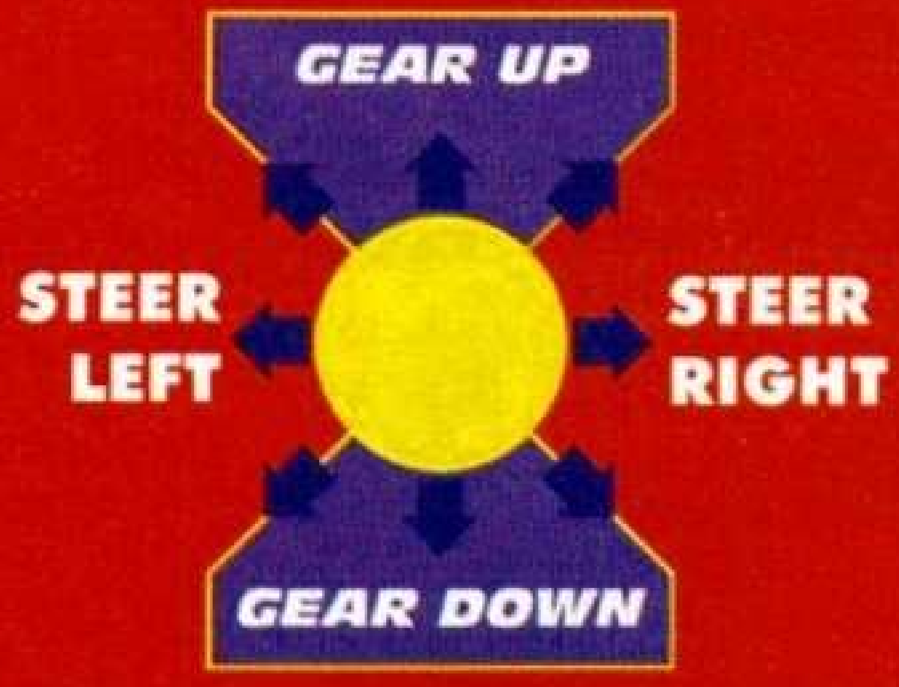
FERRAR
PRIX C

Grab the wheel for the race of your life, or not as the case may be. Ferrari Grand Prix challenge from System 3 is rallying for a position in your collection at a shop near you soon. So don your G-suit and prepare for a gruelling 16-track Grand Prix extravaganza. Nigel Mansell's name is a tough one to live up to, the eyes of the Formula One world are upon as you accept the gauntlet cast at your feet.

Standing between you and pole position are twenty-five other drivers. All with the same ambition and all with the cars to achieve that goal. It should take every ounce of racing skill you possess to clinch the title you so richly desire. Focus your eyes on the starting lights then get ready to burn some rubber and chew up that track.

RELEASE
OCTOBER
CONTROL
JOYPAD
GAME DIFFICULTY
MEDIUM.
CONTINUES
NONE
SKILL LEVELS
ONE.
RESPONSIVENESS
GOOD
1ST DAY SCORE
WORLD CHAMPION.
ORIGIN
Ferrari Grand Prix Challenge is a straightforward racing game based around the moderately successful Formula One racing cars.

How To Control



A Accelerates when racing.

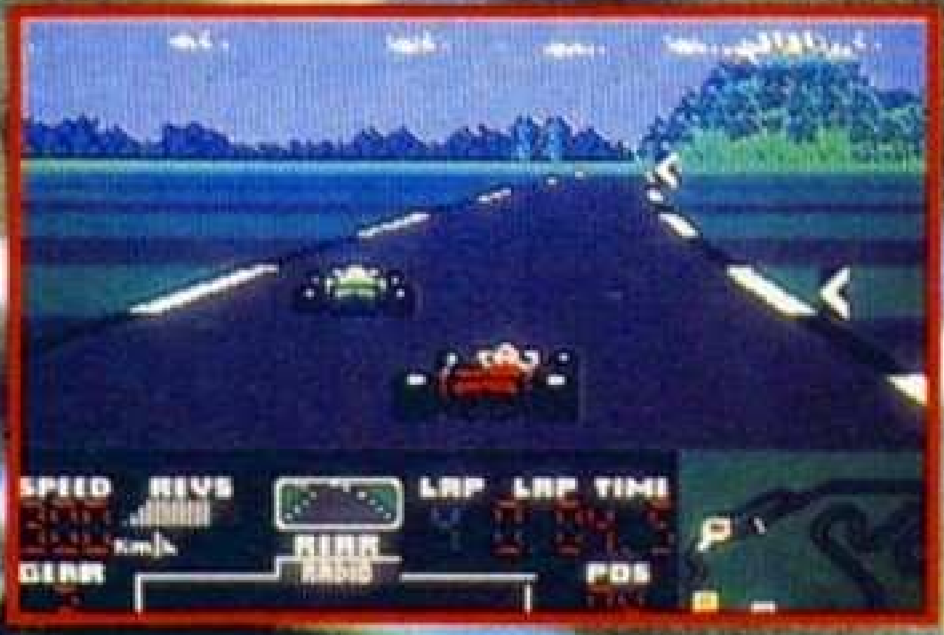
B This applies the brakes.

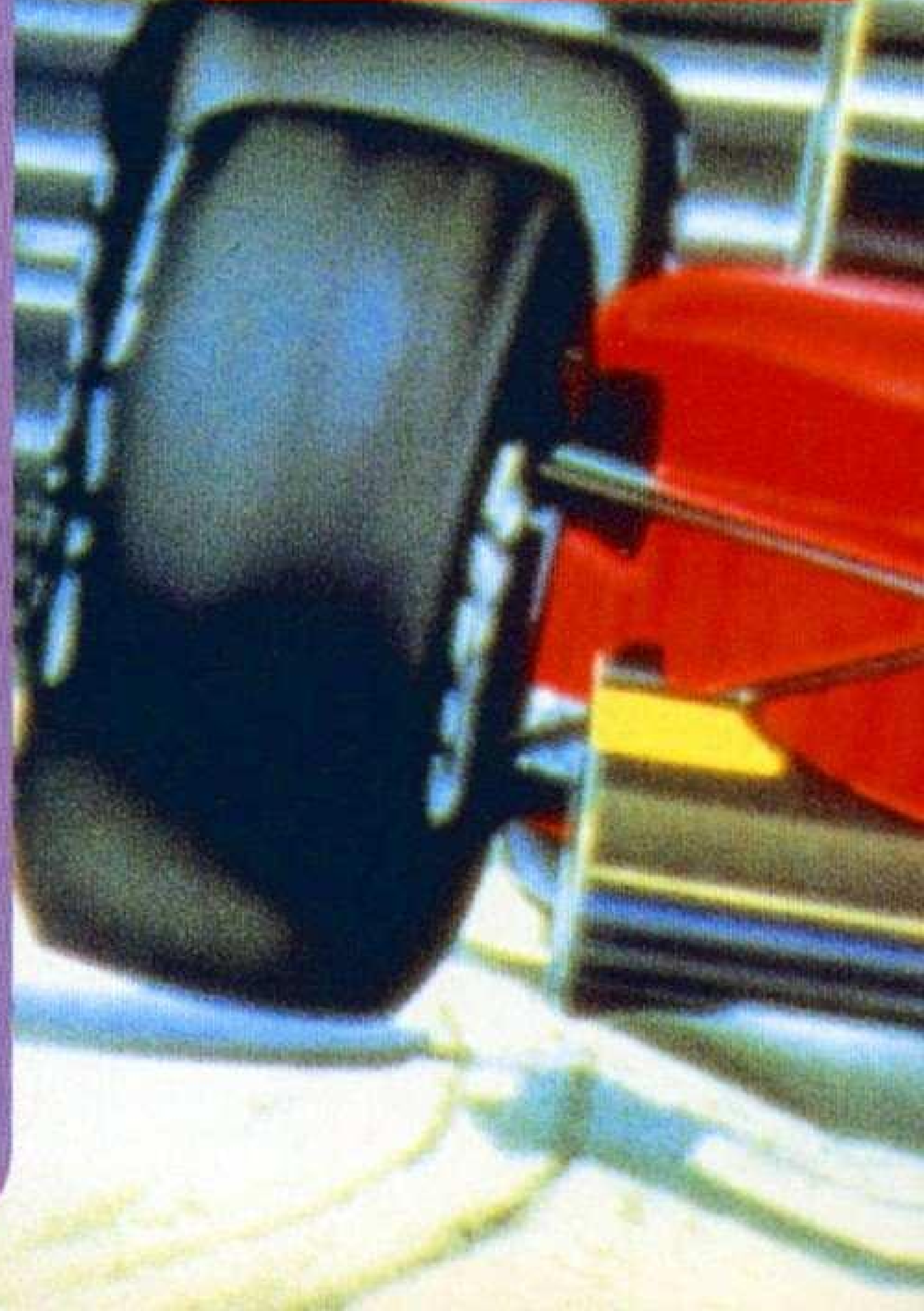
S As well as starting the game, this button pauses the action.

S NOTHING

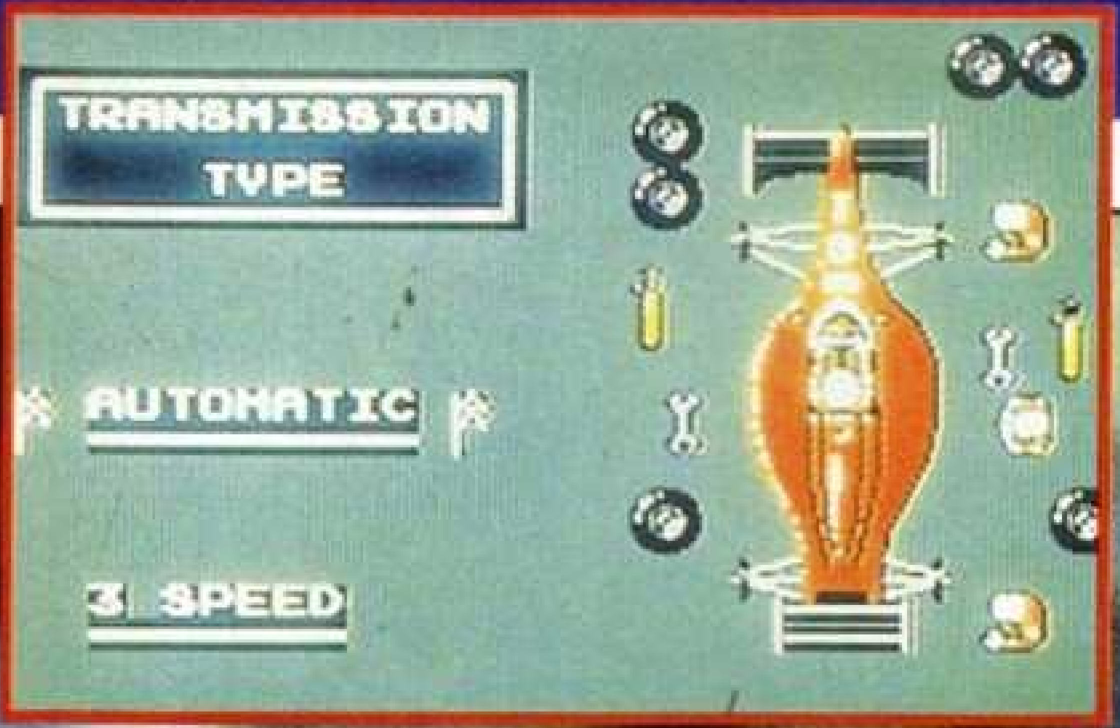
How To Play

Race around the sixteen Grand Prix Circuits and win the most points by getting the highest possible placing. Shave fractions off seconds to achieve this by careful use of gears and skillful manoeuvring.





I GRAND
ALLENGE



PRESSING TIMES AT THE PITS

Most Grand Prix drivers have a little rest when the necessity of a pit stop occurs. Not so for you we're afraid. Getting the job done requires hammering away at the A and B buttons or your crew just stare at the car with an air of helpless disinterest. They'll be asking us to make the cars next.

COMMENT

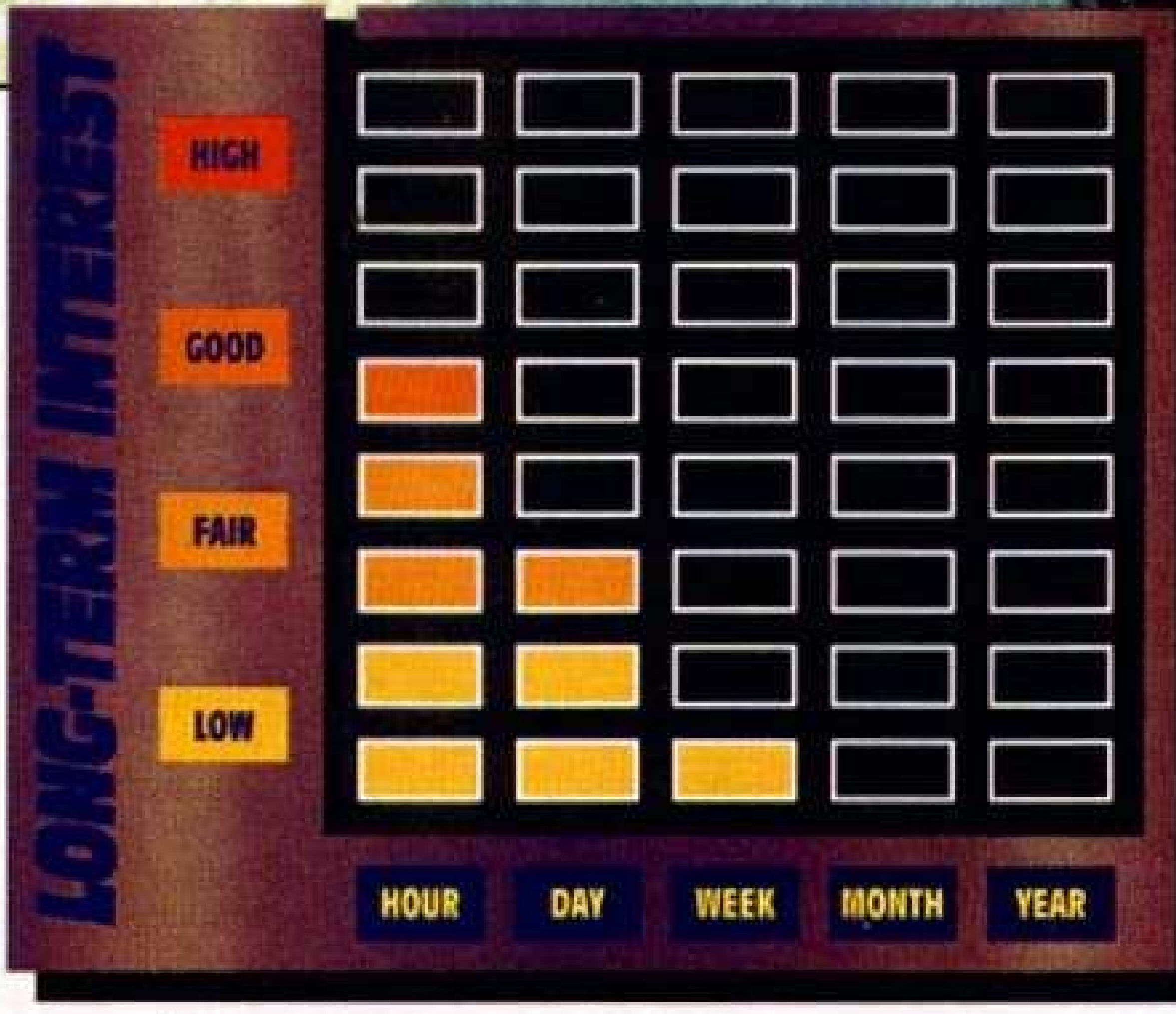
PAUL

Acclaim really built my hopes up with the accompanying literature packed inside FGPC's box. Unfortunately after playing my hopes were left standing at the grid with a sooty face. Despite all its boastings, Ferrari Grand Prix Challenge has less excitement than driving a herd of sheep. The racing itself is about as exciting as zooming down an empty motorway. The opposing cars are few and far between, and offer little challenge, so you end up trundling down an empty road - which gets very dull very quickly. The rear view mirror is a joke because it is so small as to be insignificant, and the radio that conveys messages to you from your mechanic is a show of comic catastrophe too. On one occasion I deliberately crashed the car and was congratulated for my nice work!? Additionally, your qualifying lap bears little or no resemblance to the actual race. It is possible to complete the former in top gear all the way without so much as a squeal from the tires. However when attempting the latter the car skids and slides about quite unexpectedly with respect to the previous performance. Perhaps the game's only redeeming factor is that the soundtracks aren't at all bad. However even they become repetitive and distracting after a while. With a complete lack of thrills, spills and excitement, Ferrari Grand Prix Challenge is a dire racing game which I see as a glorious opportunity grossly thrown away.

OH I SAY...

Whatever the country, you always find that the race track is surrounded by beautifully-mowed grassy fields much in the style of Wimbledon's finely-kept courts. This promotes comments such as: "Oh I say" or "My word" whenever you make a mistake.

REVIEW
FERRARI
GRAND PRIX
CHALLENGE



COMMENT

The programmers at System 3 have made an almost perfect conversion of their Megadrive racing game onto the NES. That's a great shame, because the aforementioned travesty of a game should have spread it's infection no further. For starters, it looks awful: the car sits central to the screen with a dismal 3D effect created out of green bands, which make all the courses look like they are set on tennis courts. The backdrops are distinguished only by their crudeness and the shabby 'animation' on the cars when they crash or skid is, well, disturbing. Ferrari GP is consistent, though. It plays as badly as it looks - like a dead dog, in fact. The ludicrous features like the pitstop, where only the tyres are changed with no apparent benefit are (unfunny) jokes. With this game you make the improbable probable. Like completing the qualifying lap at top speed - even at corners - and always being placed last on the grid. The litany of crassitude could go on, but instead I urge you to confine this mistake to the ward for deeply sick software, where it can take its leprous place with pride.

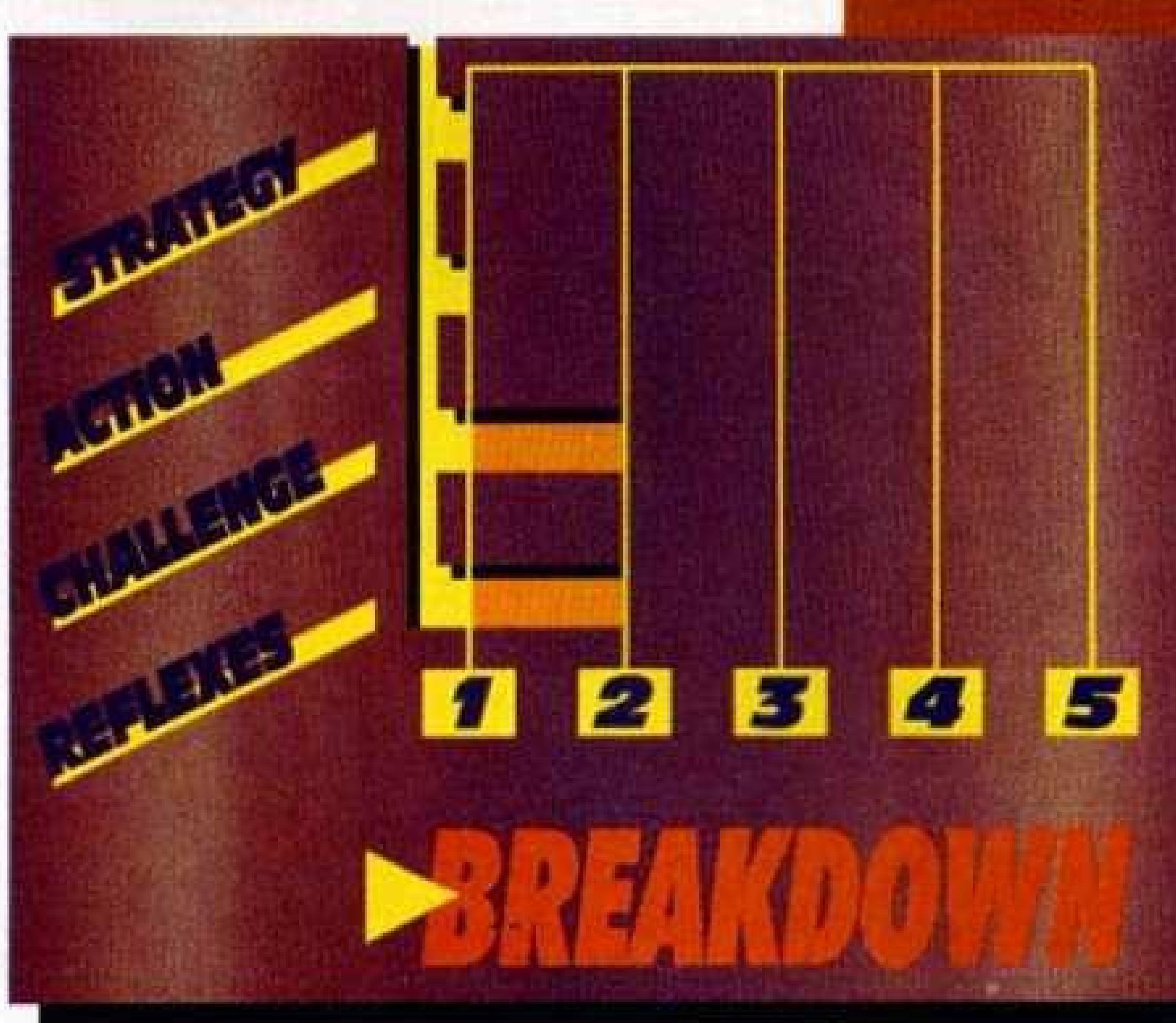
BRING THE NOISE

It must be said that the engine of the Ferrari at your control isn't the meanest sounding beast ever to grace the World Circuit. Instead it comes across as a rather feeble sounding hoover-matic on spin cycle. If you had a few of these machines in a room, and blindfolded Dot from East Enders and led her inside, she would be convinced that it was the local launderette.

RADIO GA-GA

For your comfort, the cockpit of the Ferrari is fitted with a radio. Through this your mechanic dictates gems of advice to help you on your way. He also remarks on your skillful driving should you be able to pull any off, which isn't difficult

RATINGS



PRESENTATION

▲The game is awash with presentation screens of reasonable quality.
▼There's only one three-gear transmission. (The real cars have seven).

60

GRAPHICS

▲ The presentation screens look good. The feeling of movement is convincing enough on the race tracks...
▼ ...but the backgrounds are rubbish and the animation of the cars is dreadful.

30

SOUND

▲The various tunes that accompany the different circuits are very good....
▼....until they start to repeat themselves at which point they get annoying. The engine tone is awful.

32

LASTABILITY

▼The bland and tedious action offers no challenge, no excitement and no long-term appeal whatsoever.

18

PLAYABILITY

▲It's very easy...
▼...but the gameplay is so boring, dull and repetitive you get turned off very quickly.

22

OVERALL

An utterly dreadful racing game which completely fails to capture any of the thrills and spills of Grand Prix driving. It really is ghastly beyond all compare.

21

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REVIEW

GAMEBOY

1 PLAYER

1 MEG

PLT GAME

PARASOL STARS
THE STORY OF BUBBLE BOBBLE III
PRESS START

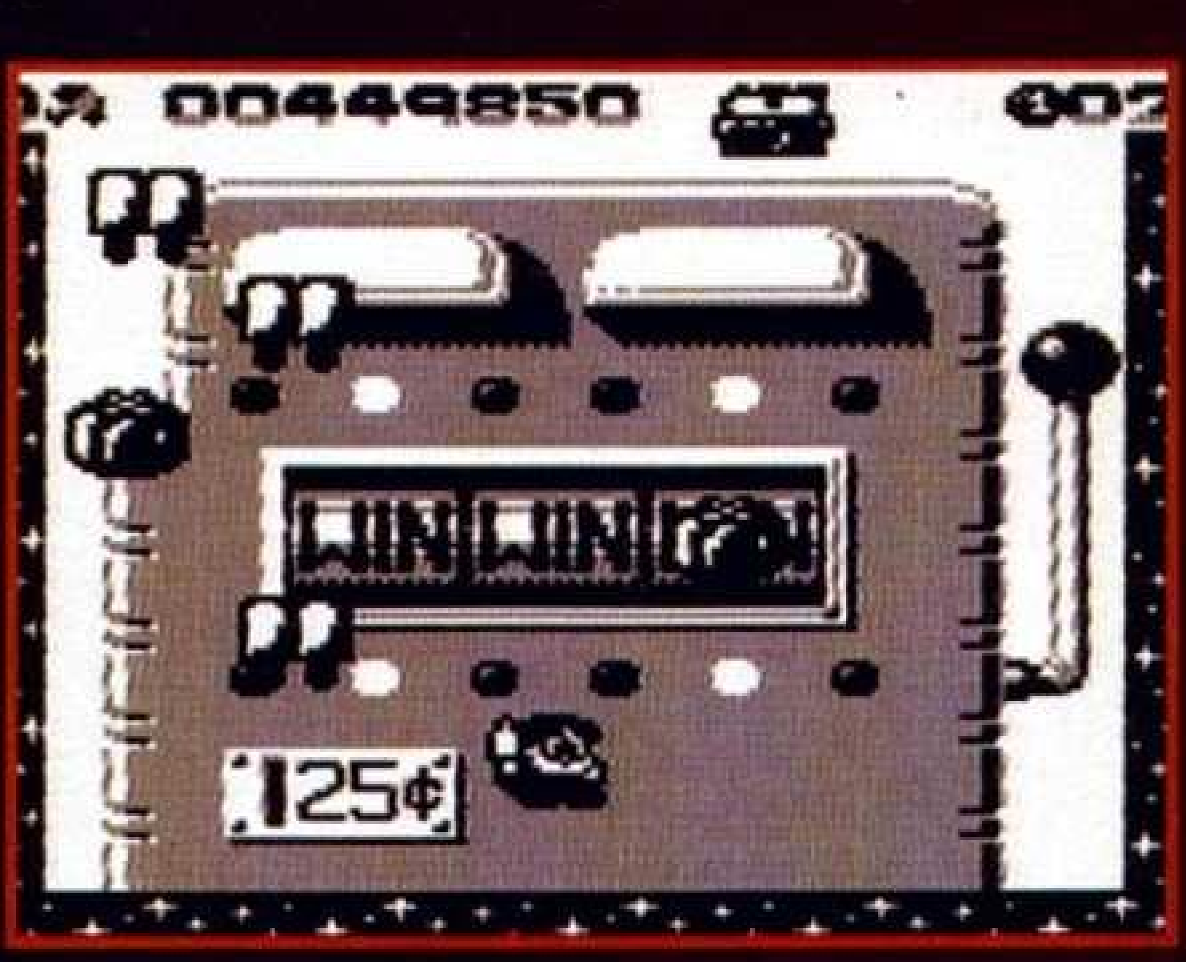
PRICE:£24.99
BY: OCEAN

RELEASE
DEC
CONTROL
JOYPAD
GAME DIFFICULTY
AVERAGE
CONTINUES
TWO
SKILL LEVELS
ONE
RESPONSIVENESS
GOOD
1ST DAY SCORE
Defeat second level boss
ORIGIN
The follow-up to Bubble Bobble and Rainbow Islands, Parasol Stars is a conversion of the unusual arcade game which, although highly successful in Japan, never really made it in this country.

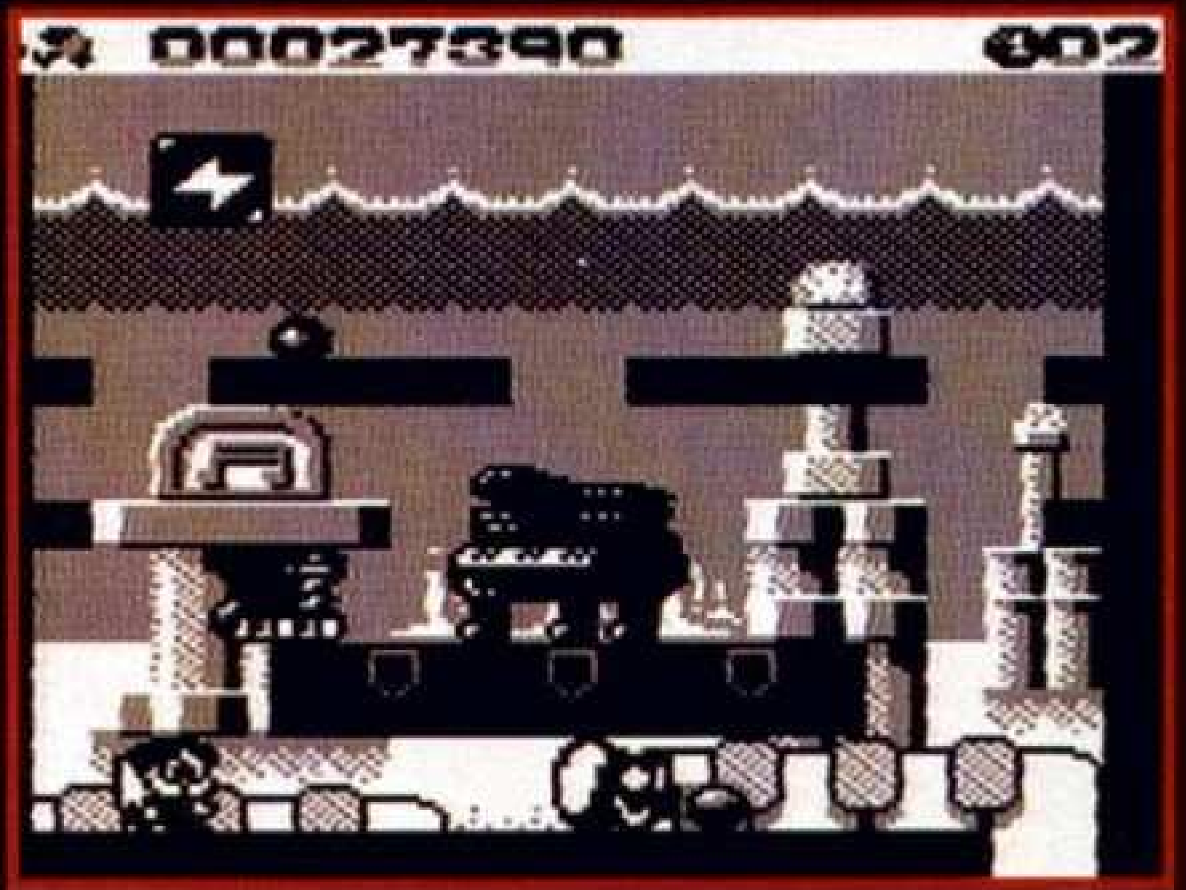
Fresh from his platform-hopping escapades in Bubble Bobble and Rainbow Islands, that dungaree-wearing hero, Bub (of Bub and Bob fame), has returned for a third outing - and this time he's brought his brolly. After successfully saving the inhabitants of the Rainbow Islands, Bub's troubles were rewarded in the form of a magical umbrella. However, as he celebrated his success by opening the brolly, a mysterious wind whisked him away to a distant land which was - surprise, surprise - also under attack from an unknown evil entity.

Thus, stepping into the dungarees of this would-be Mary Poppins, it is up to you to steer Bub through a series of dangerous worlds. Your travels take you through worlds based on a number of themes, including forests, water, and music, and each is occupied by a series of level-related creatures and bosses. Armed with his magic umbrella, though, Bub scoops up the marauding meanies before throwing them across the screen and avoiding contact with them.

As is to be expected in a Bub-related adventure, all the usual bonuses and secret worlds are present, and careful exploration lead to mega bonuses and more points than you could shake a brolly at...



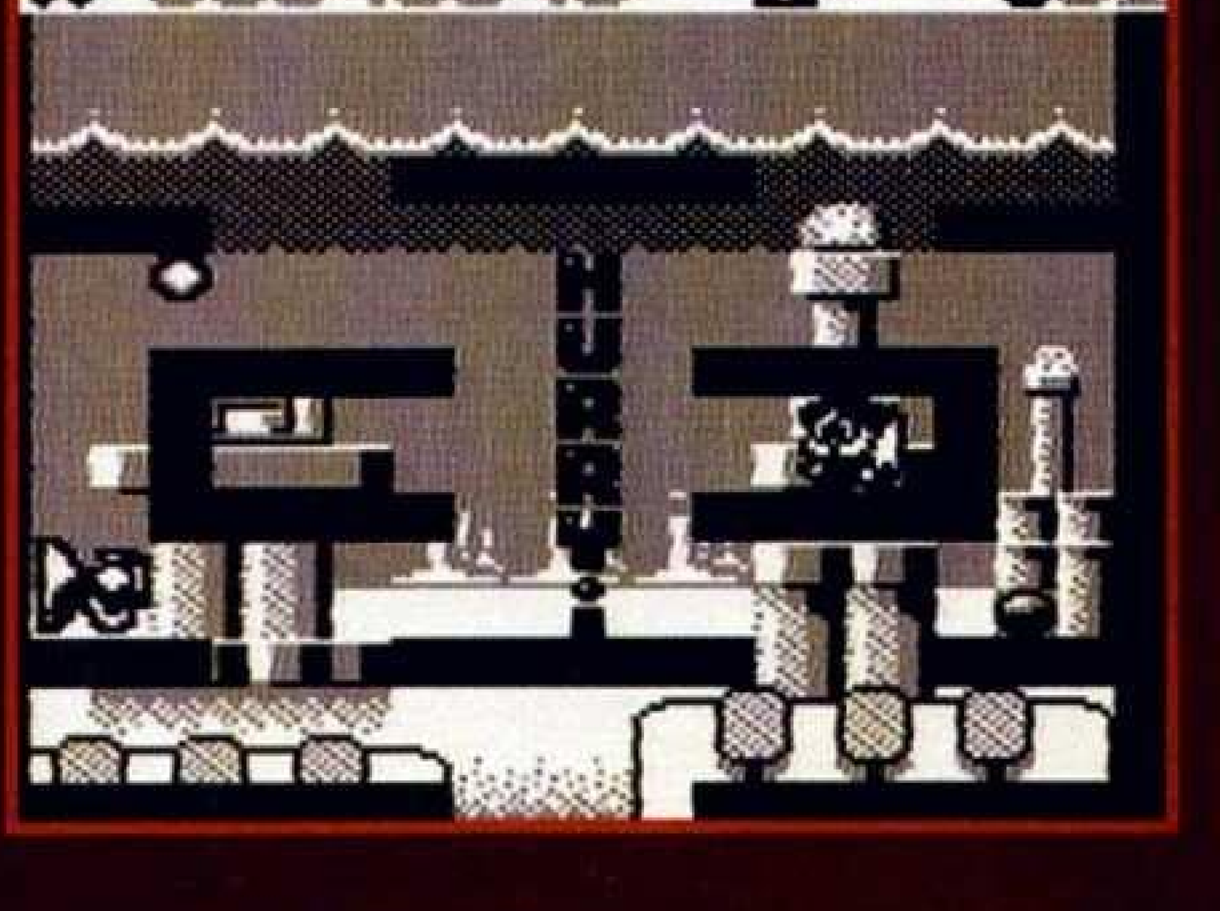
▲ Throughout Parasol's amny worlds, literally hundreds of bonuses have been hidden away. Some are revealed by collecting the assorted large icons which appear on the screen, whilst others require nasties to be killed in a predetermined order.

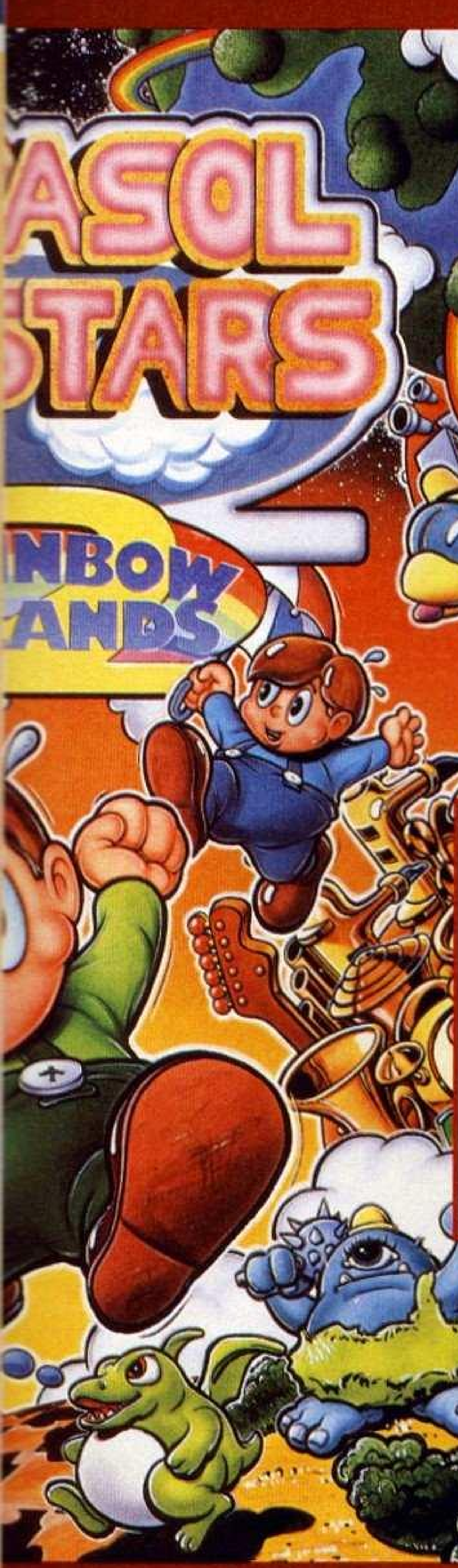


WATER LAUGH

Of course, the conventional use for an umbrella is to keep yourself dry, and Bub's also does this - to an extent, anyway. On some screens, water droplets fall from platforms before dribbling aimlessly across the platforms. However, If Bub stands below these droplets with his brolly raised they act as projectiles. If a number are collected, their effectiveness is raised. Six is the maximum and, when released, the drops sweep across the platforms killing anything they touch.

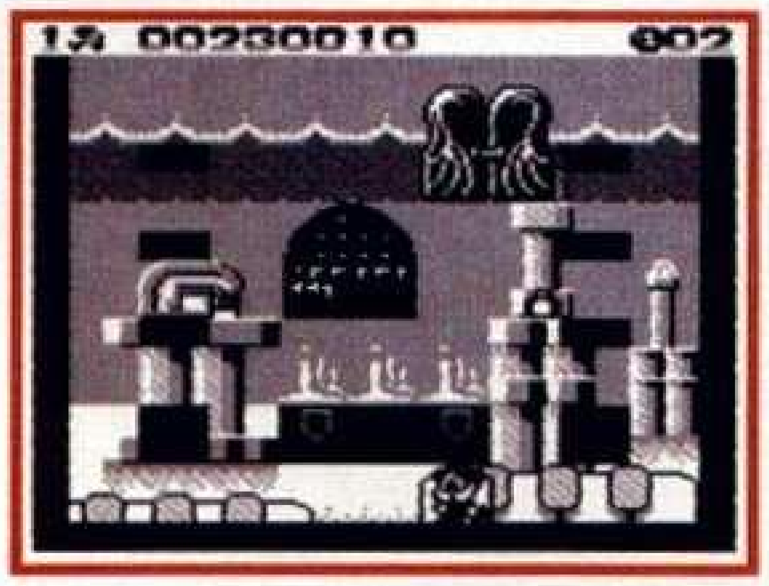
▼ Contact with virtually anything that moves in Parasol results in the loss of one of Bub's three lives. Luckily, though, he has two continues in reserve, and others can be collected along the way.

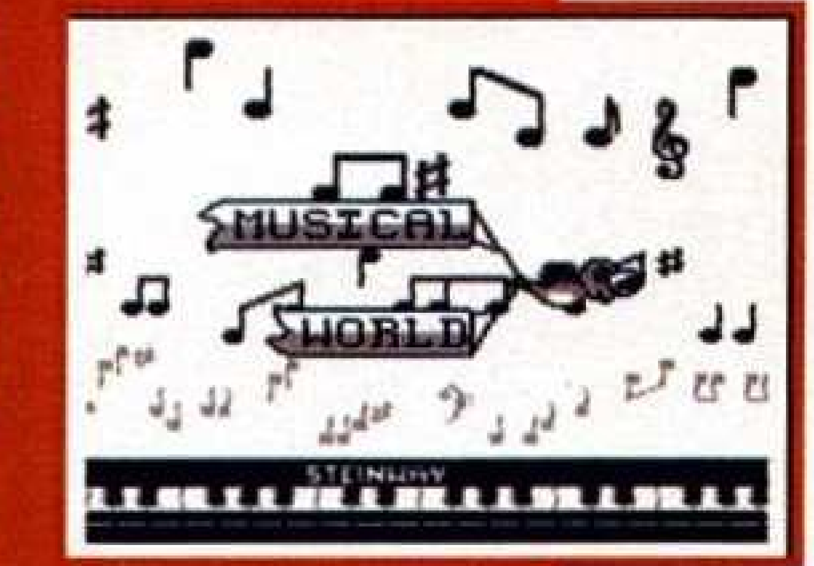


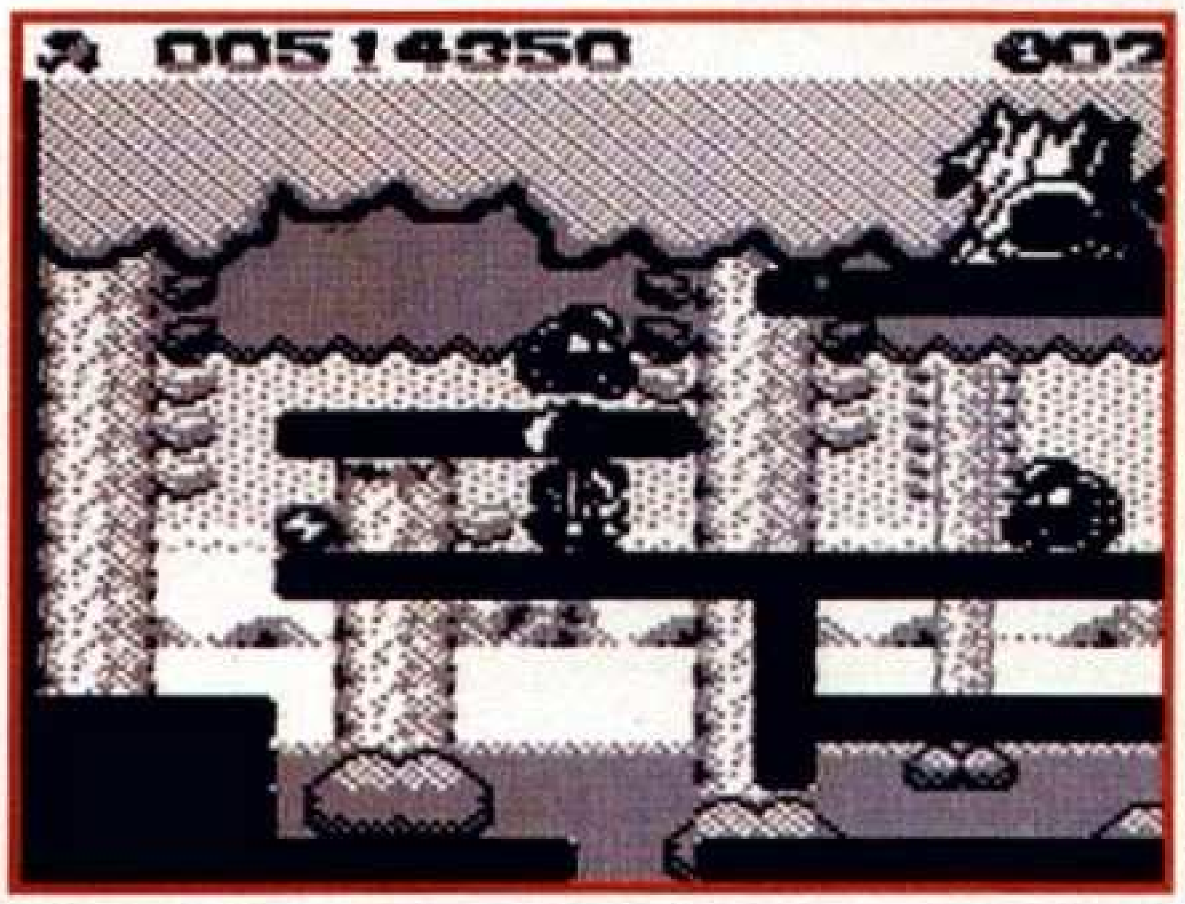


BOSS CONDUCTING

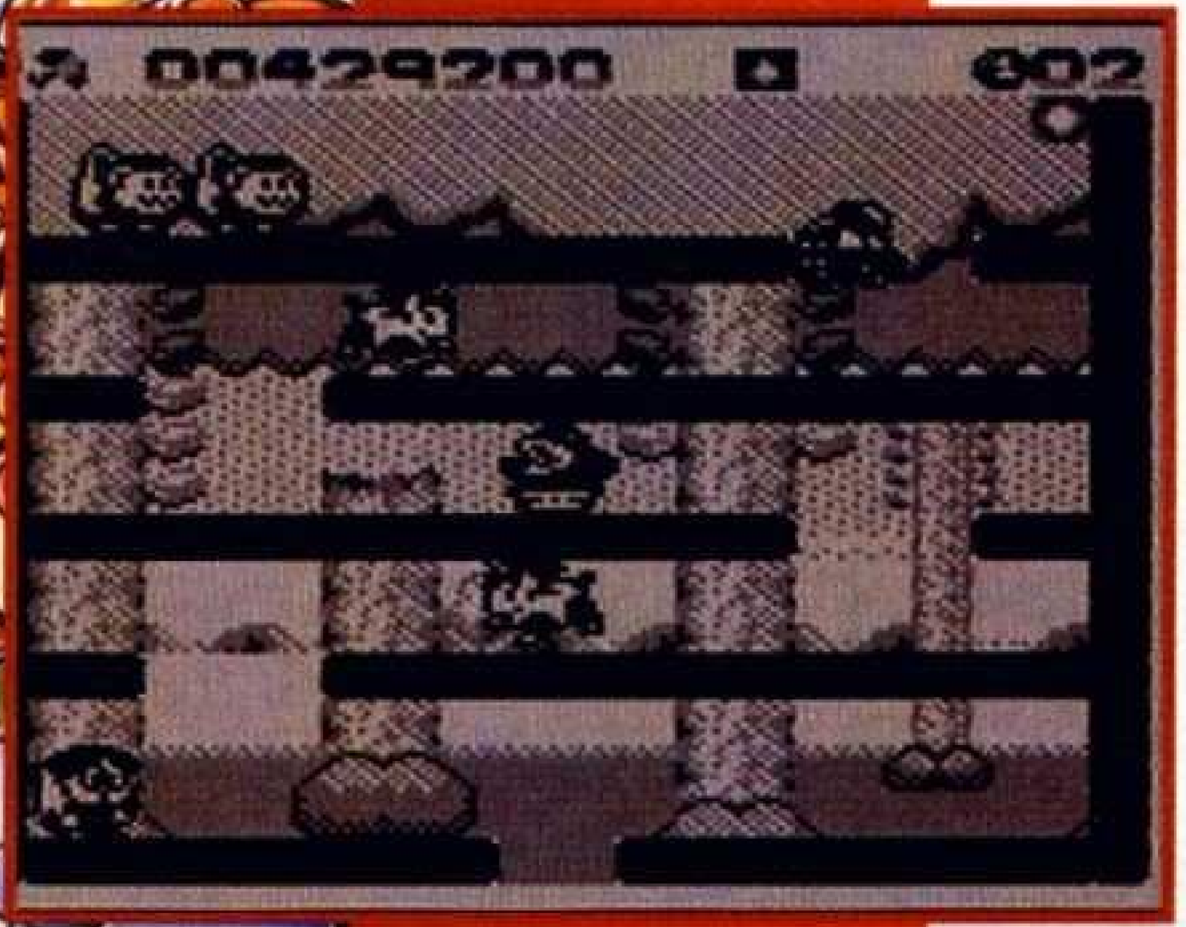
Before Bub hops from world to world, a larger end-of-level Boss must be defeated. These large fellows spew out all manner of deadly flak, which should be avoided at all costs. However, a series of potions have been conveniently left for our hero to collect, and these imbue him with special fire-power with which to sap the Boss' strength. Once the Boss is dead, all that remains is to collect the many goodies he leaves behind before Bub is flown to the next stage.



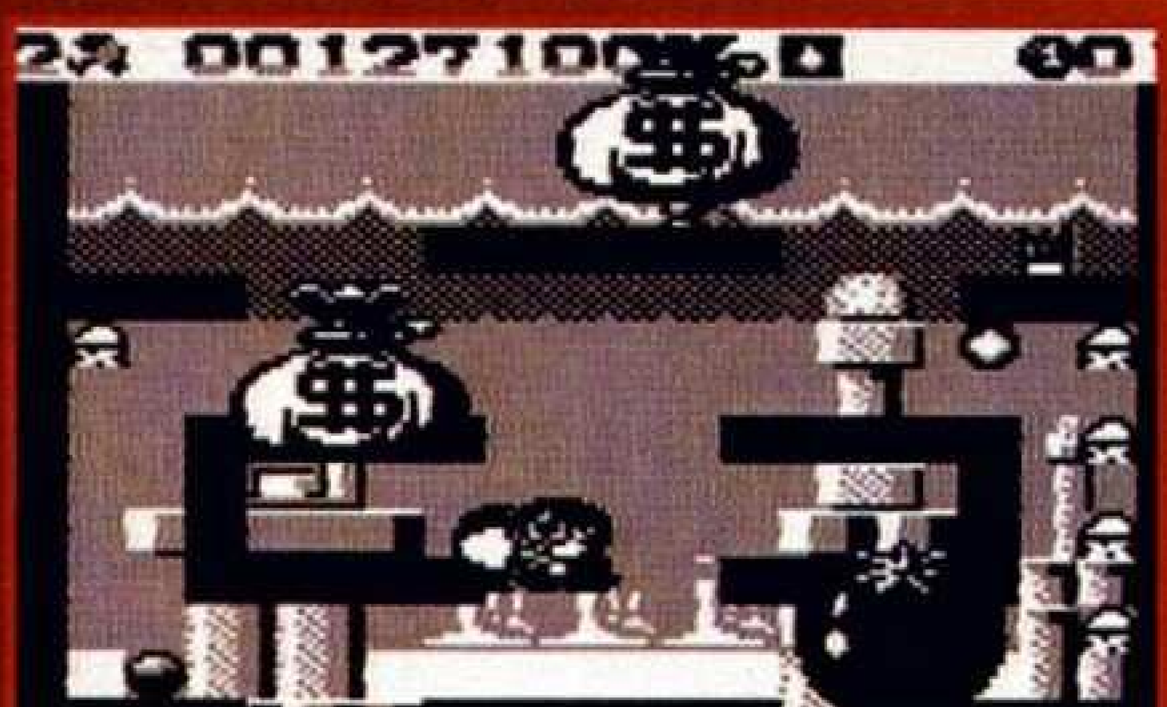




▲ Be careful the nasties don't attack from below.



▲ Each stage's nasties tie in with the world's theme, so that the green and pleasant woodland world is inhabited by deadly plants, whilst music world features deadly trumpets and accordions.



▲ Special generator monsters spew out fresh supplies of smaller minnions which wander up and down the screen. However, by taking these generators out first, further recruits are easily avoided.

BROLLY GOOD SHOW

Ordinarily, an umbrella wouldn't seem particularly useful in the face of such adversity. However, Bub is armed with a rather special brolly which not only protects him from harm, but doubles as a rather neat weapon. As the assorted meanies scamper across the platform-laden screens, depressing the 'A' button raises the umbrella, scooping up the nearest nasty in the process. With the nasty safely above Bub's head. Releasing the button then sends the stricken creature flying across the screen, stunning any others it collides with. In addition, lobbing a nasty towards any bonuses also allows Bub to collect any goodies he may have missed or can't be bothered to retrieve.

COMMENT

STEVE

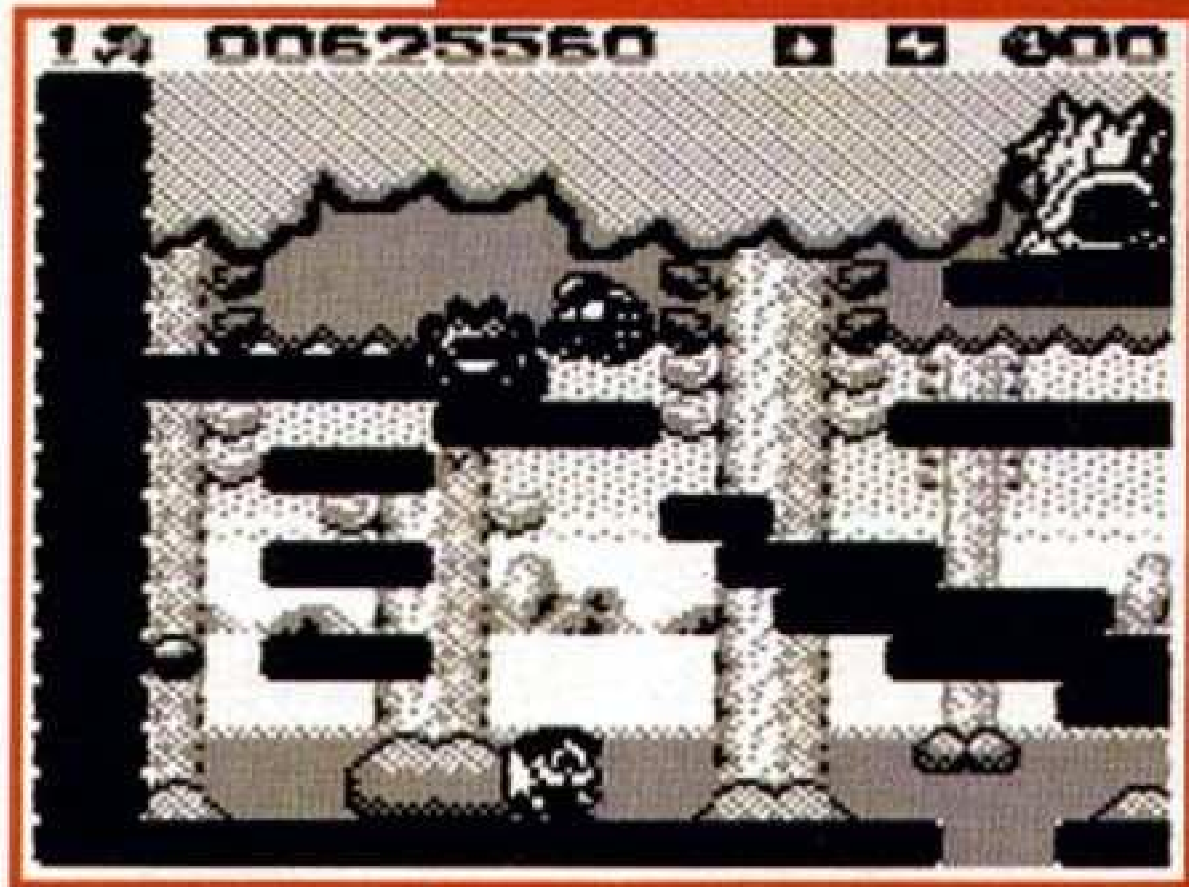
Bub and I go back several years - all the way back to the Bubble Bobble coin-op, in fact. As a result, I eagerly await each new instalment in his adventures. That said, I wasn't a massive fan of the Gameboy version of Bubble Bobble, as the scrolling system which replaced the single-screen mode of the coin-op made for a frustrating game. Thankfully, Ocean's conversion of Parasol Stars is identical to the coin-op, and no such 'clever' additions have been made. However, whilst there's no doubting that Parasol Stars is a fine conversion, there is one particular niggle which makes it an often irritating experience. Basically, it boils down to the game's sprite detection - it's too lenient towards the aliens. During the course of the game, lives were often needlessly lost to creatures who I felt were well out of harm's way, and in a game of progression such as this it proves most annoying. It's not all bad, though, and it has to be said that Parasol's plus points far outweigh its negative aspects. Graphically, the game is stunning, with detailed backdrops playing host to small but detailed sprites and a wide variety of bonuses. In addition, fans of Bubble Bobble should be instantly at home with the many weapons available (including the good old water bubbles from the original), and this simplicity of play makes for an addictive challenge. I have my reservations regarding Parasol's lasting appeal, , but overall it's one of the better Gameboy coin-op conversions.

COMMENT

ANDY

Unlike my be-chalfonted colleague, I was Bob's mate. Me and Bob have been through a few scrapes in our time, sharing a few laughs and even a few tears along the way. Imagine, then, my delight when I learned that Bob's latest and, perhaps, greatest adventure was being converted for the Gameboy. It was, however, with a little trepidation that I turned on the 'Boy to play Parasol Stars, remembering the hash that was made of the Bubble Bobble conversion. But it seems that my worries are unfounded. Parasol Stars is very impressive, reproducing the graphic style of its big brother despite the limitations of the Gameboy's mono screen. I found the control method a little tricky to get to grips with initially, and trying to hop around screen whilst holding a stunned baddie on your brolly does slow your progress somewhat. My only grumble is that the collision detection does tend to err in favour of the baddies and on later levels, where the screen starts to scroll, the old problem of walking into unseen nasties (which was the curse of Gameboy Bubble Bobble) occasionally rears its ugly head. A password system might have been a good idea but therein lies another small groan - Parasol Stars is nowhere near as big as Bubble Bobble or Rainbow Islands, so experienced players (like us!) should complete it fairly quickly. Bearing that in mind, perhaps a skill level select should have been included. But I'm not one to moan, and all its pros far outweigh the cons.and Parasol Stars remains, to my mind, one of the best Gameboy titles of late.

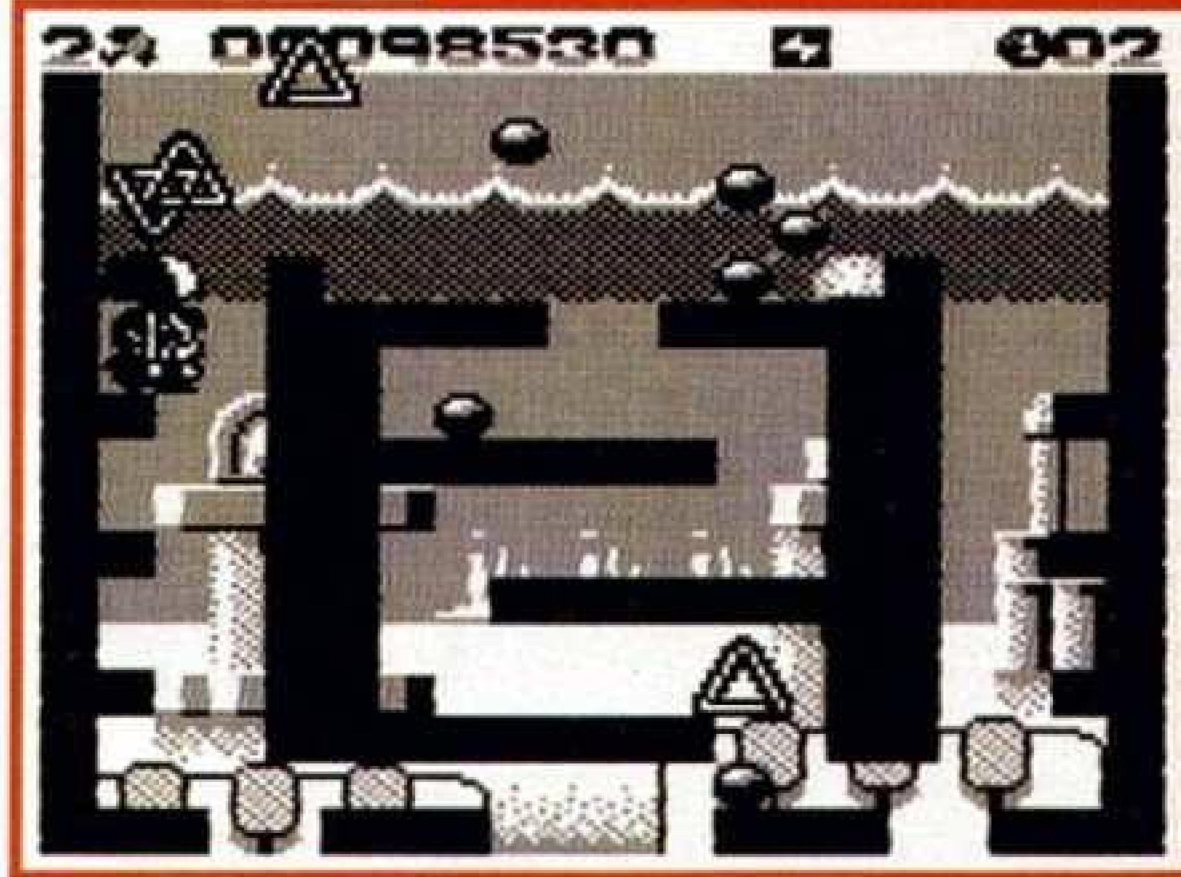
ANDY



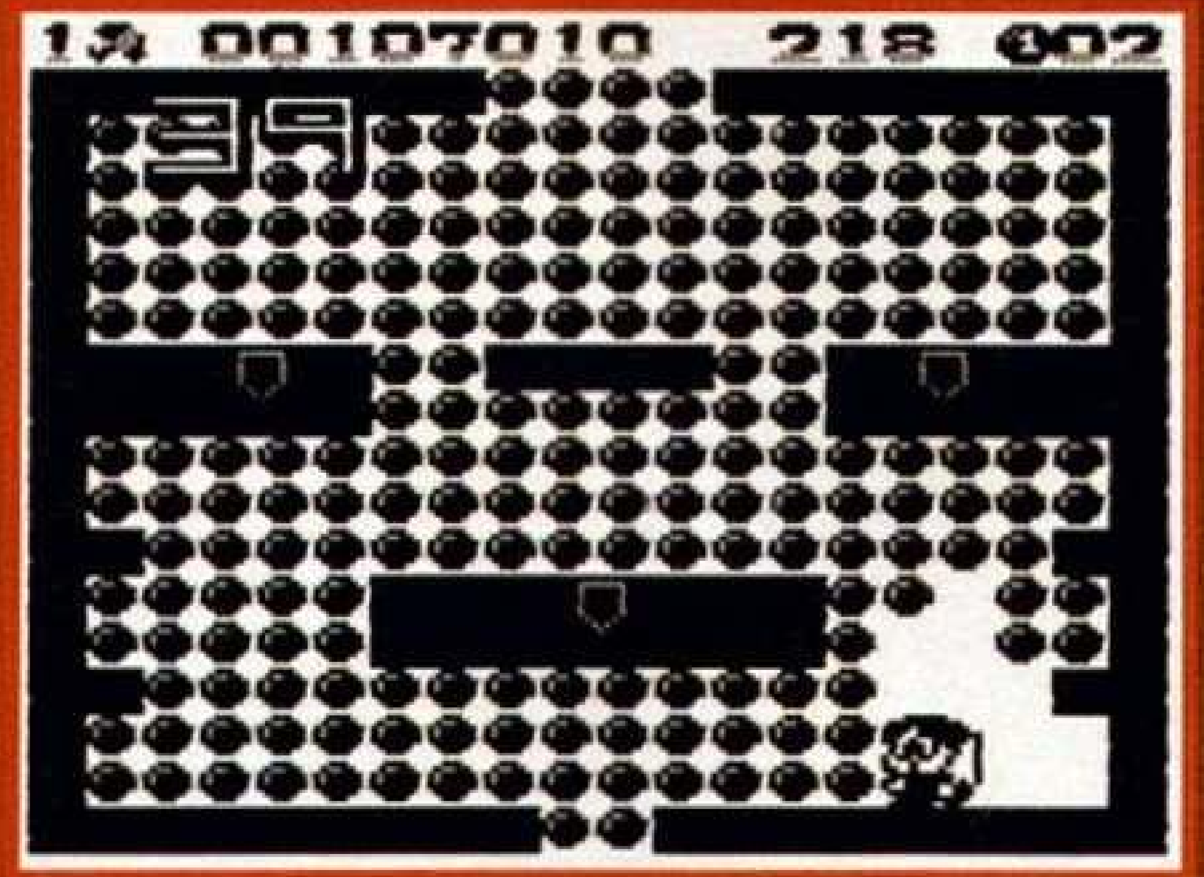
▲ In addition to the patrolling nasties, some also throw fireballs at our hero or even require more than one hit.

1 00230010 002

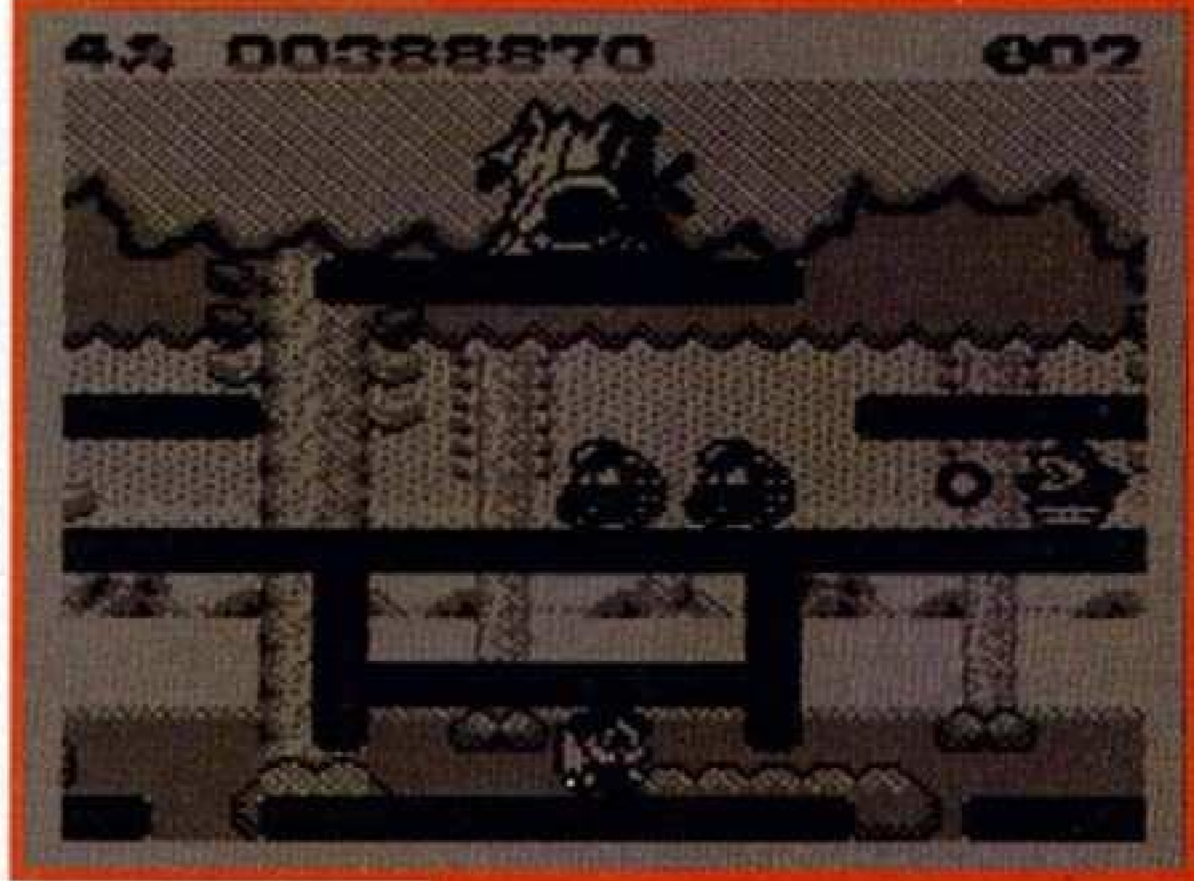
▲ All the features from the original coin-op have made it to the Gameboy version.



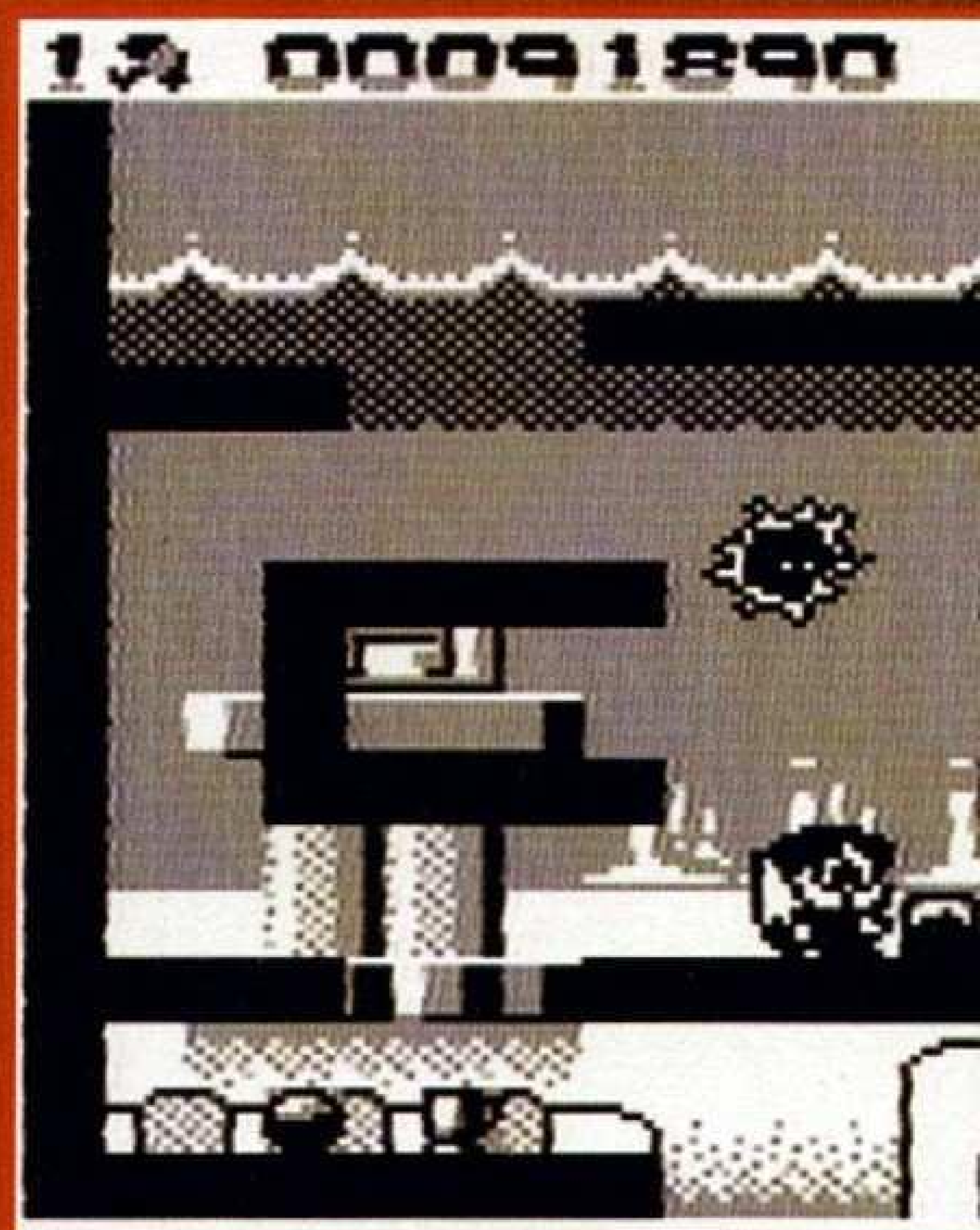
▲ Water and power bubbles fall randomly from the top of the screen, and up to five may be collected - creating a stunning weapon in the process.



▲ Bub's brolly also manages to sweep up any nasties who may be directly above him. This then incapacitates them until you move away.

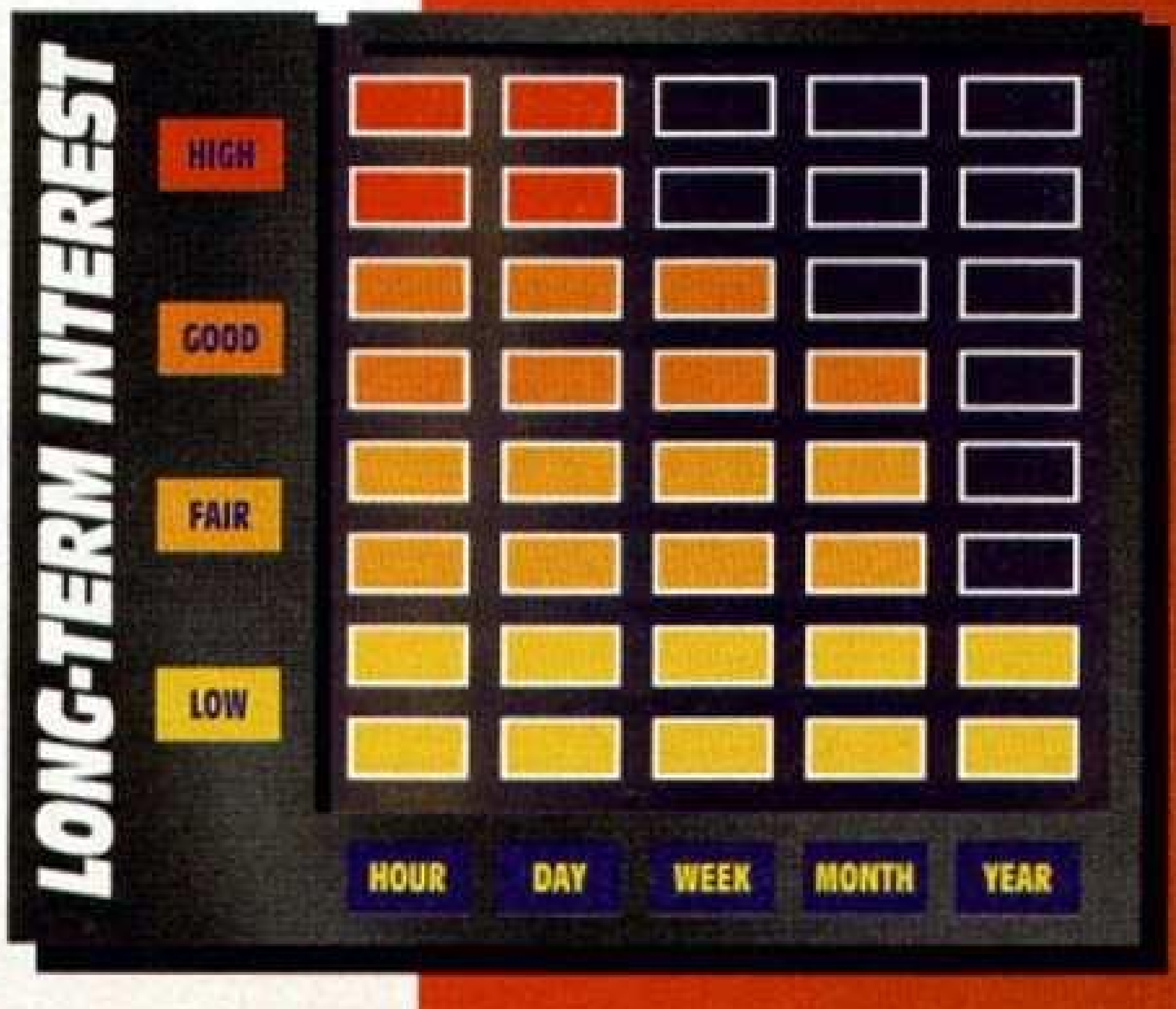


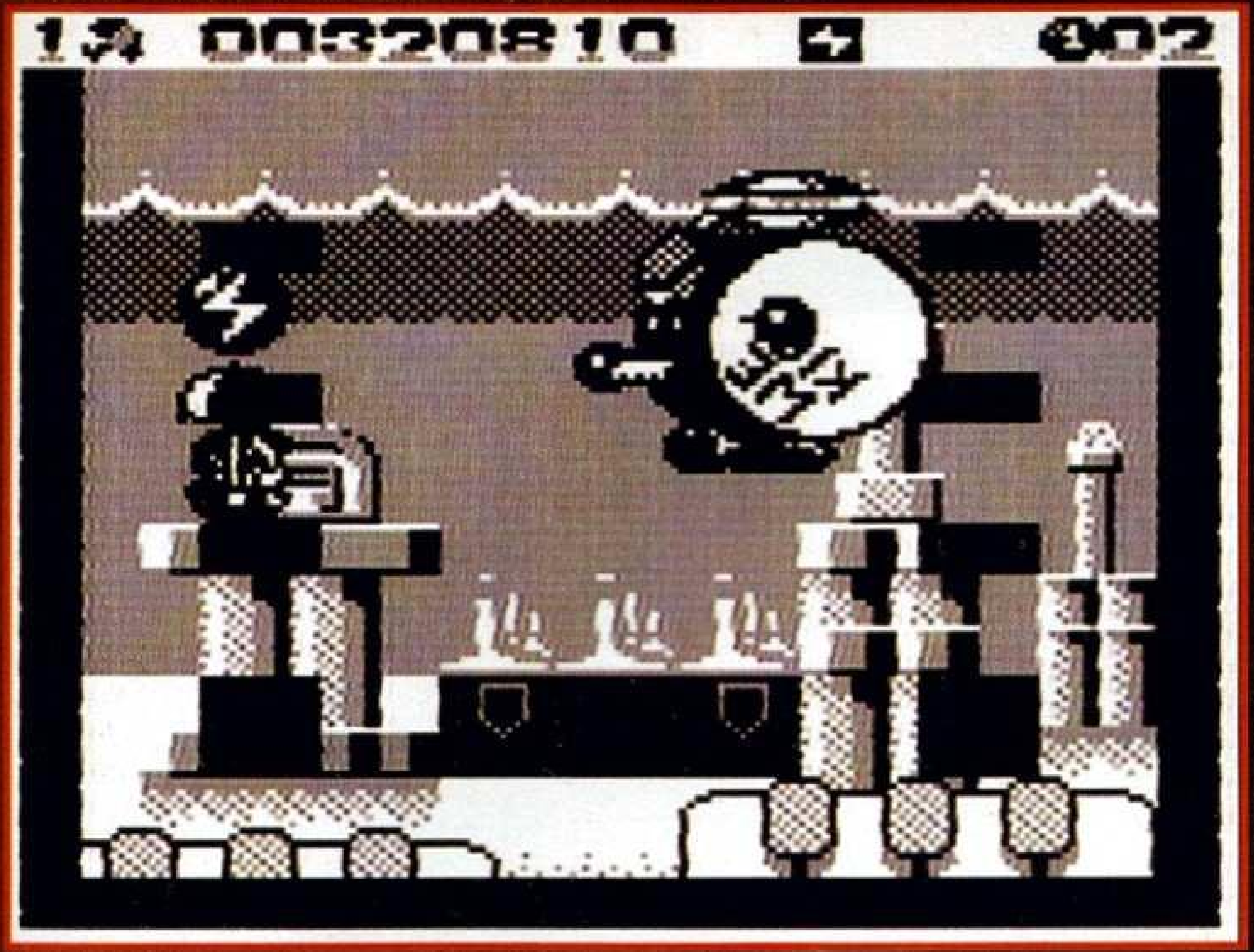
▲ The tree-infested Woodland stage.



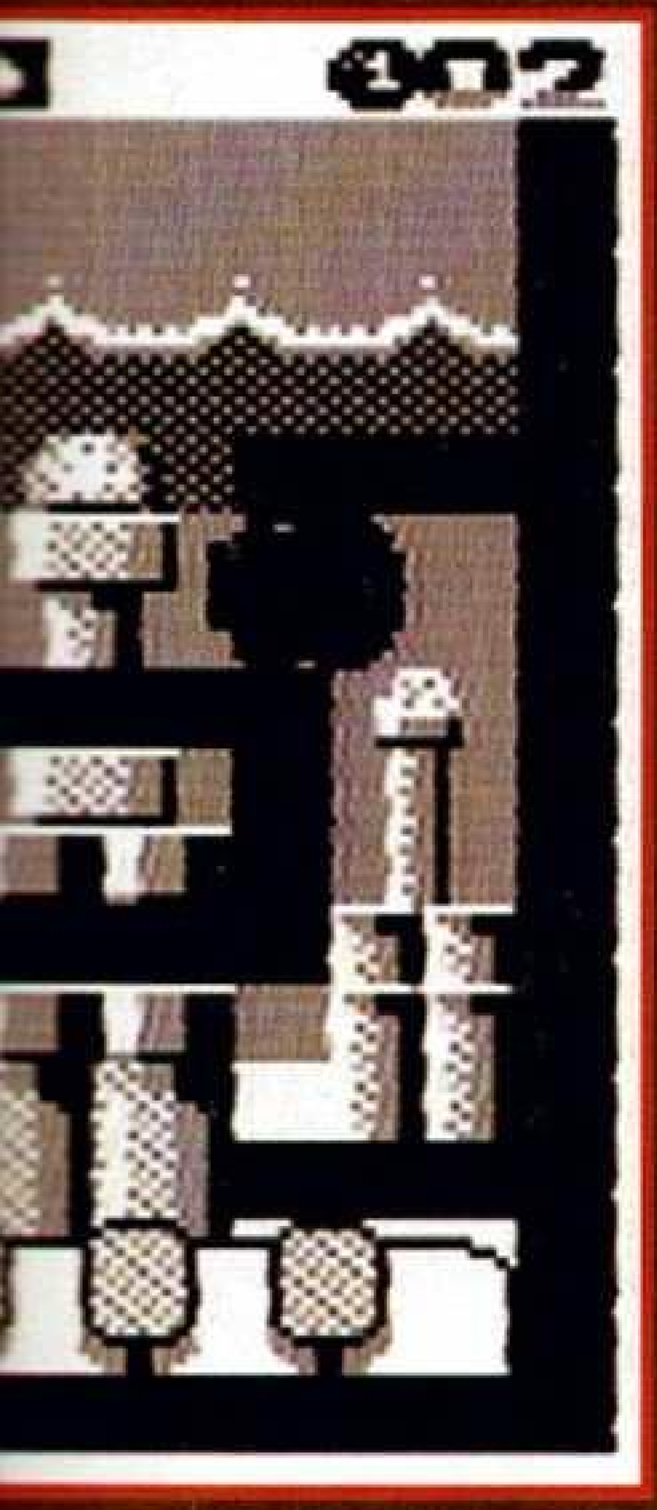
▲ If Bub hangs around for too long, his old nemesis, Barc

along a little. Contact with Von Blubba is deadly, so keep m



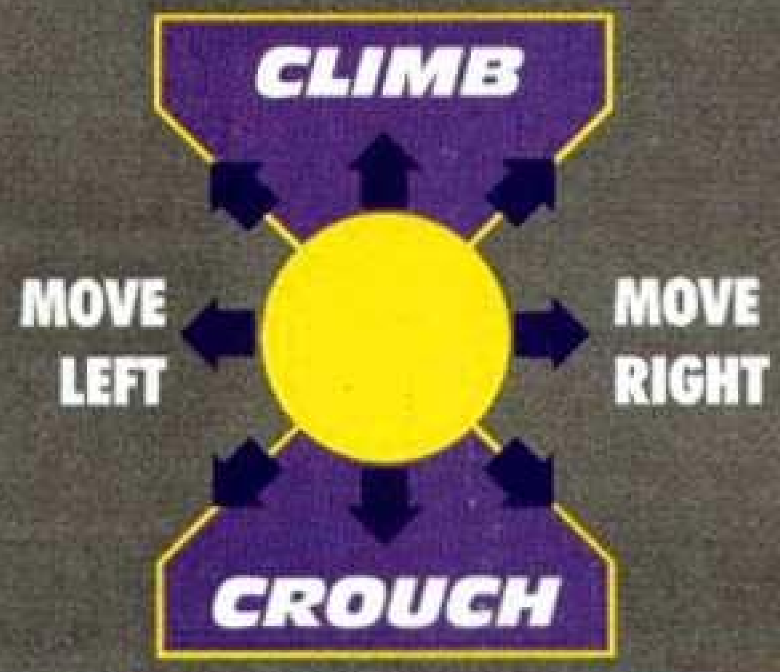


▲ Awaiting Bub at the end of each stage is a larger Boss creature which requires several hits before it finally turns its toes up. Located on one of the platforms in the Boss screen is a magic potion, and, when collectedf, these endow Bub with special weaponry which he throws at the oncoming Boss.



Blubba, appears to hurry him
at all times.

How To

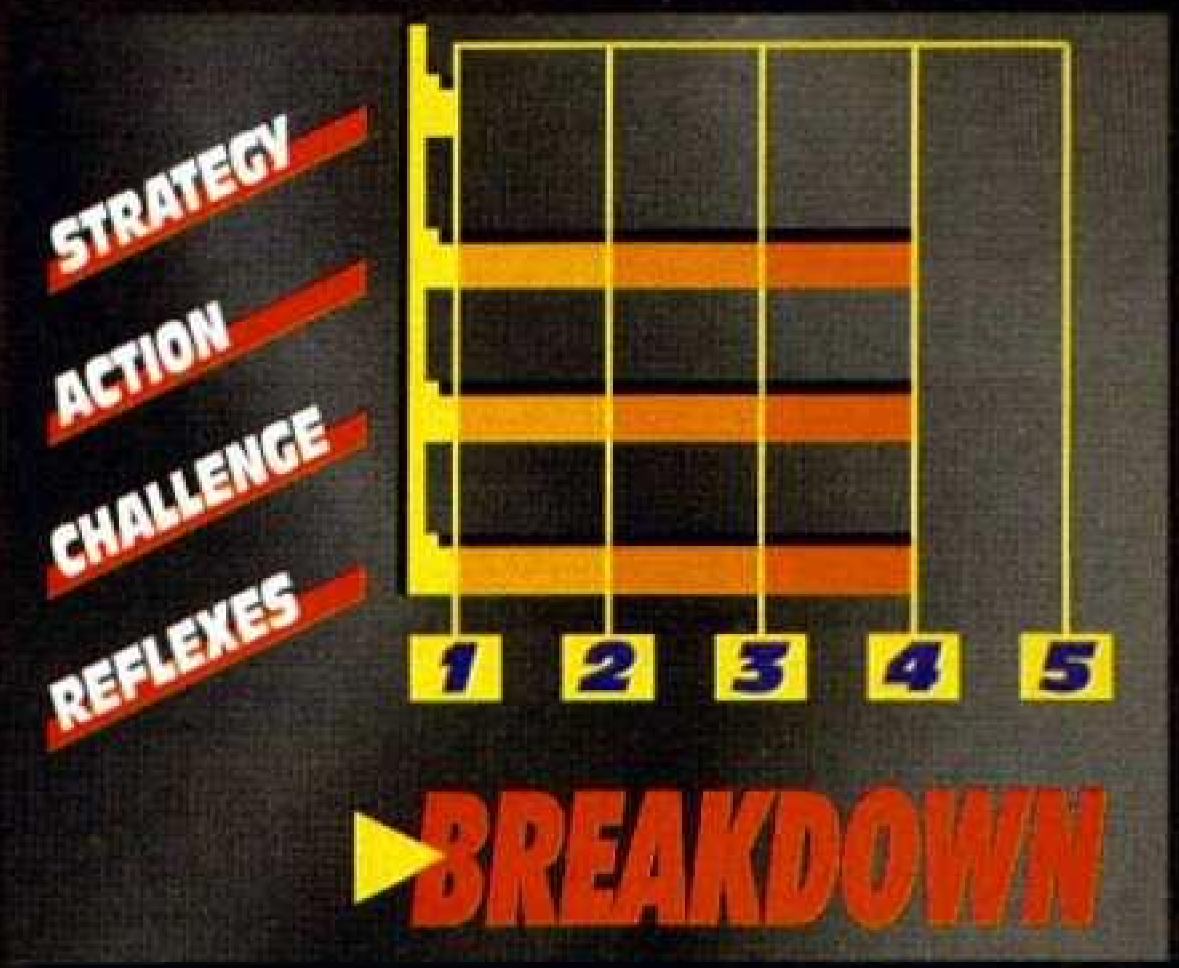


A	USE UMBRELLA
B	JUMP
S	**SELECT BUTTON:** NOTHING
S	**START BUTTON:** PAUSE

How To Play

Using his brolly as a weapon, Bub's task in life is to clear each screen of nasties before progressing to the next. To do this, he uses his brolly to pick up and throw said baddies before collecting the bonuses they leave behind. All that remains then is to defeat the end-of-level boss before moving to the next world...

RATINGS



PRESENTATION

76

▲ An excellent title screen with attractive between-stage sequences.
▼ Absolutely no options - a practice mode would have been appreciated.

GRAPHICS

92

▲ Detailed backdrops and sprites make for a near perfect copy of the coin-op.
▼ When nasties start moving at a fast pace, things get a little murky.

SOUND

84

▲ A pleasant tune tinkles away throughout...
▼ but the sound effects are minimal.

PLAYABILITY

82

▲ Extremely easy to pick up, with more than enough action to keep most people happy.
▼ The sprite detection is extremely tight, which leads to frustrating 'no win' situations.

LASTABILITY

79

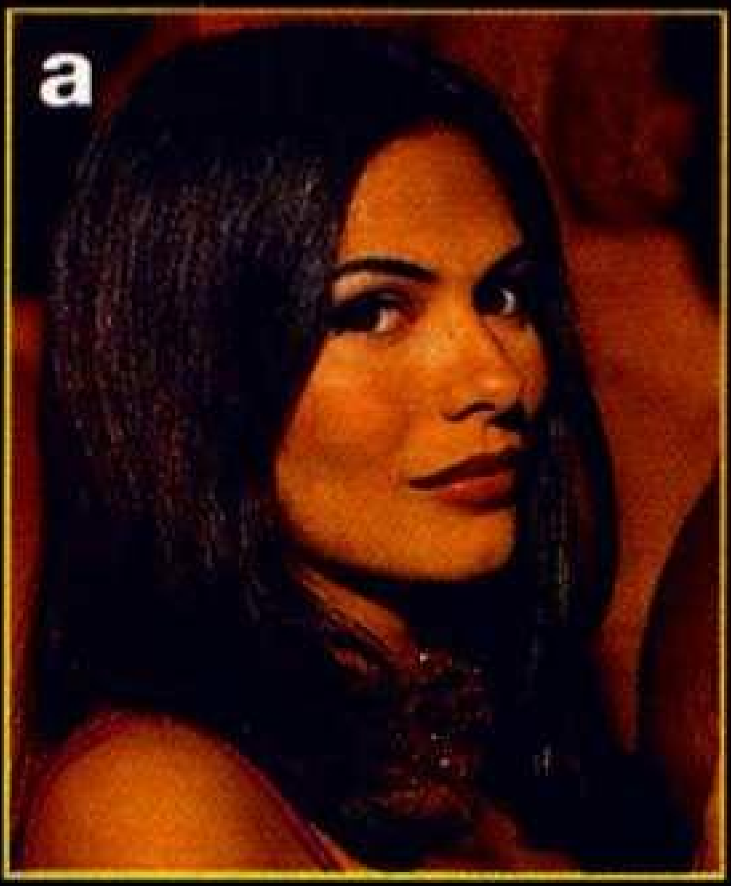
▲ There's a plethora of worlds to explore, which ensures a long-term challenge.
▼ The basic gameplay idea remains the same throughout.

OVERALL

A good, if a little frustrating conversion which is a worthwhile follow-up to the Gameboy version of Bubble Bobble. Admittedly, there is a slight lack of variety, but it's still a fun and addictive game...

81

Who the hell ar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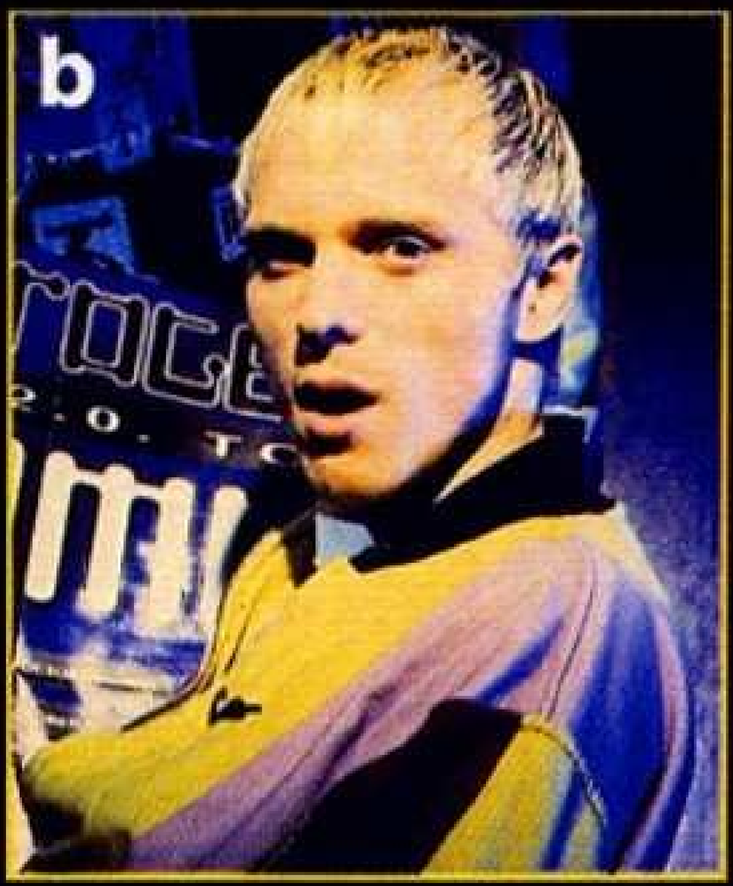
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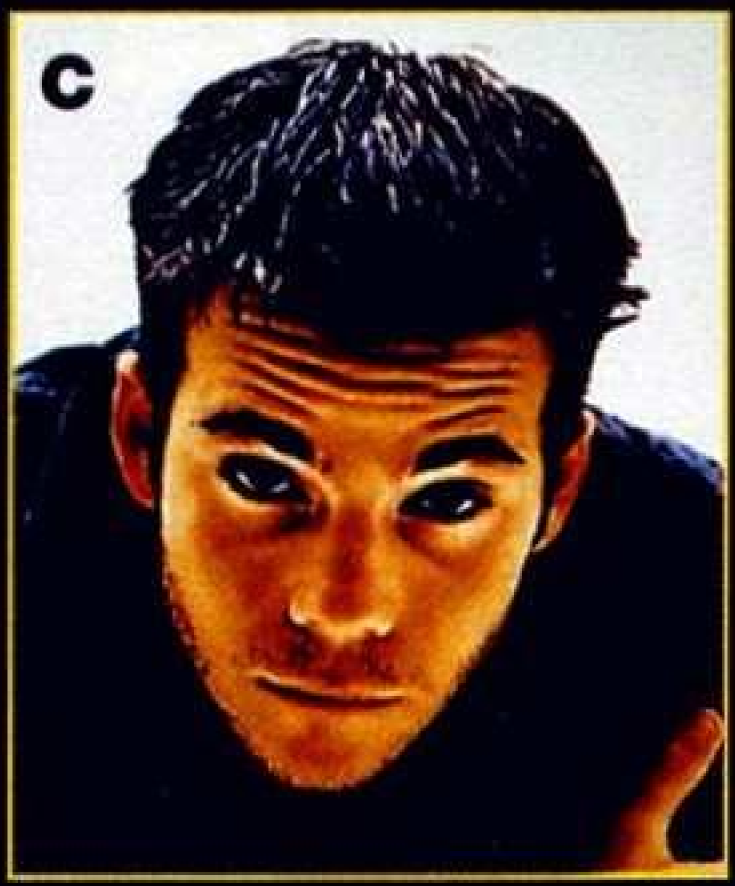
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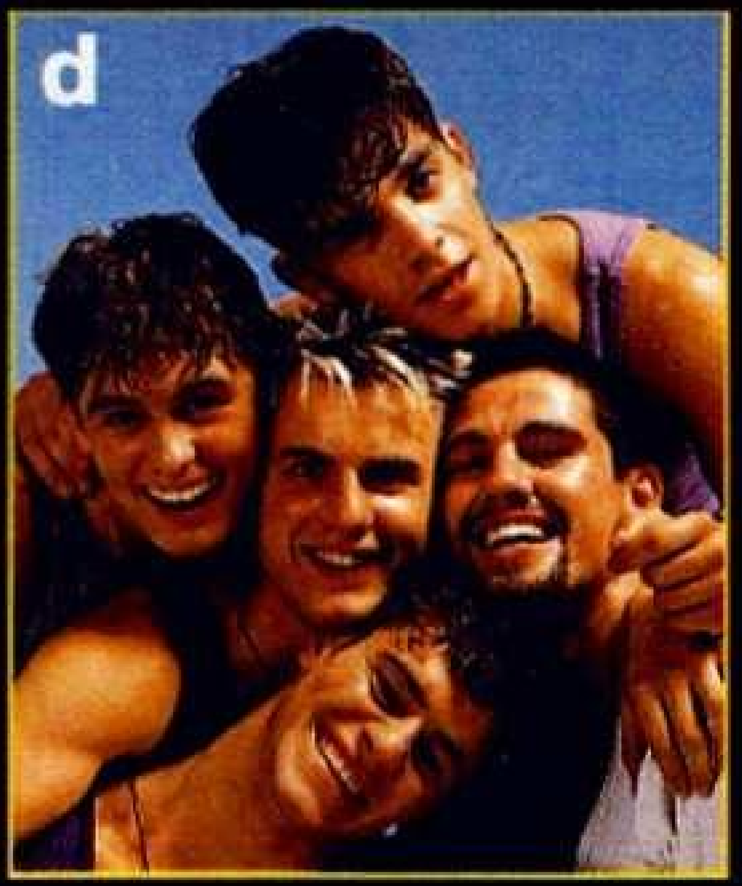
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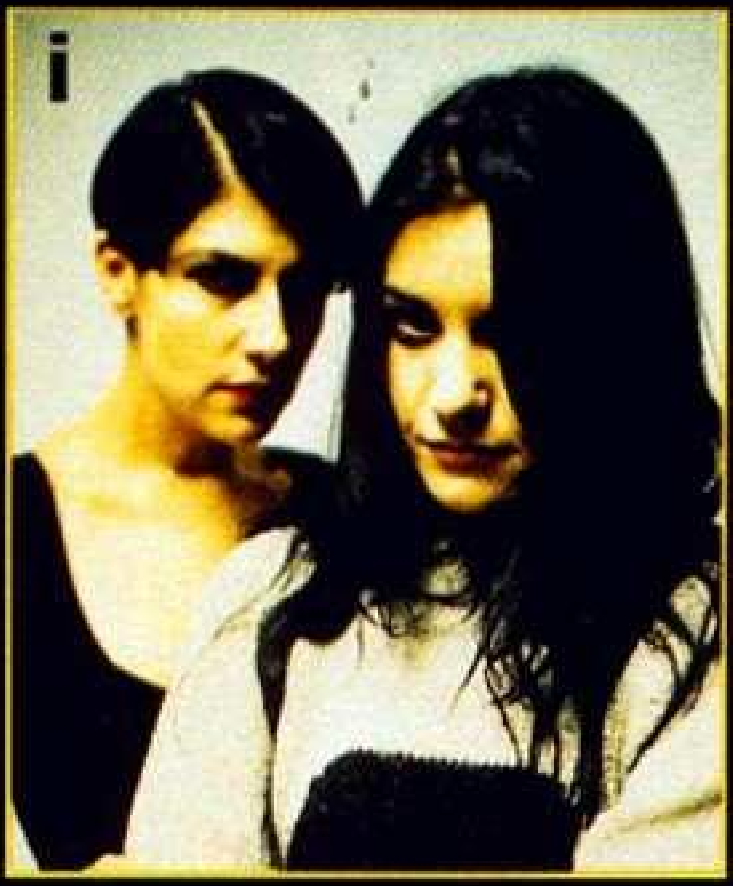
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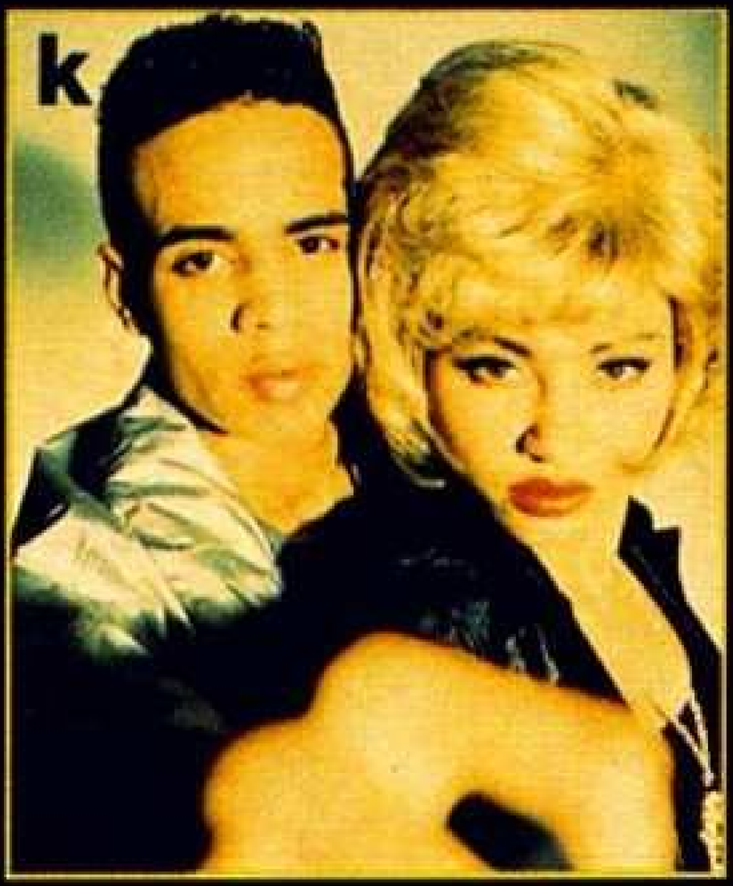
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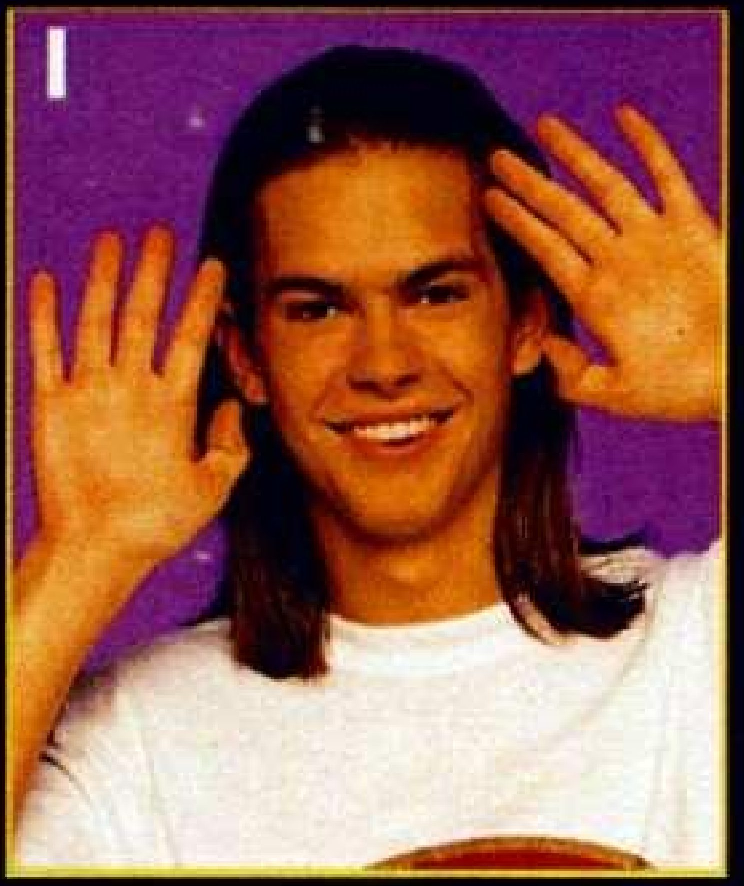
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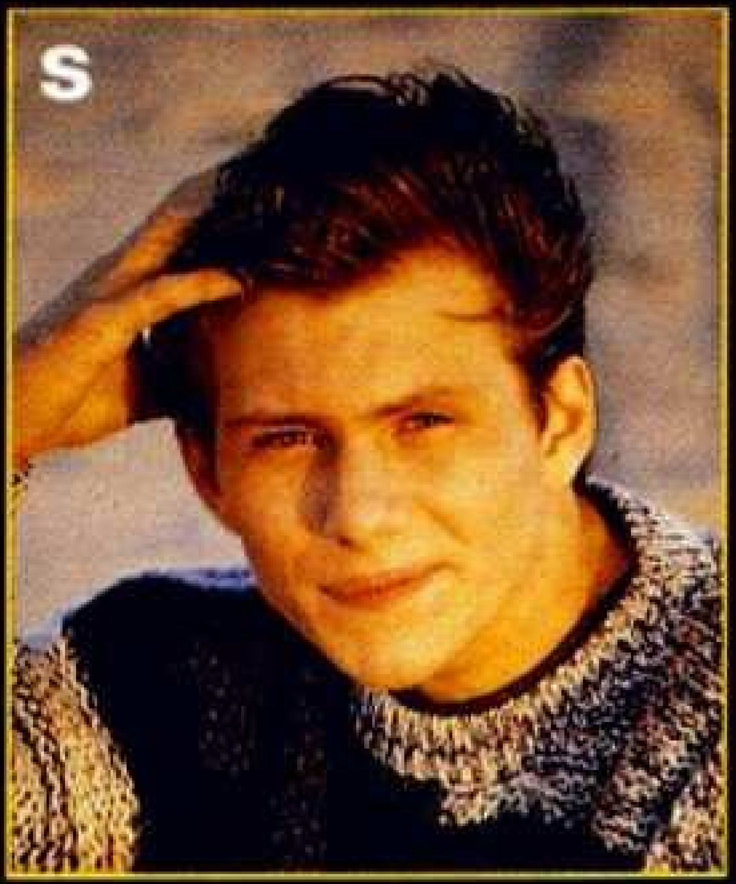
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SMASH HITS reader

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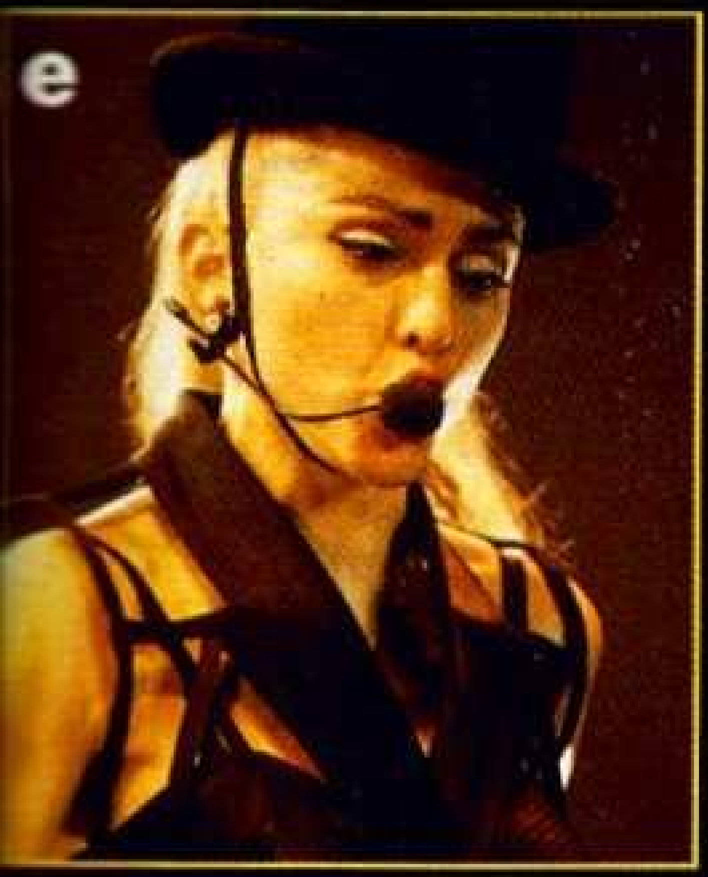

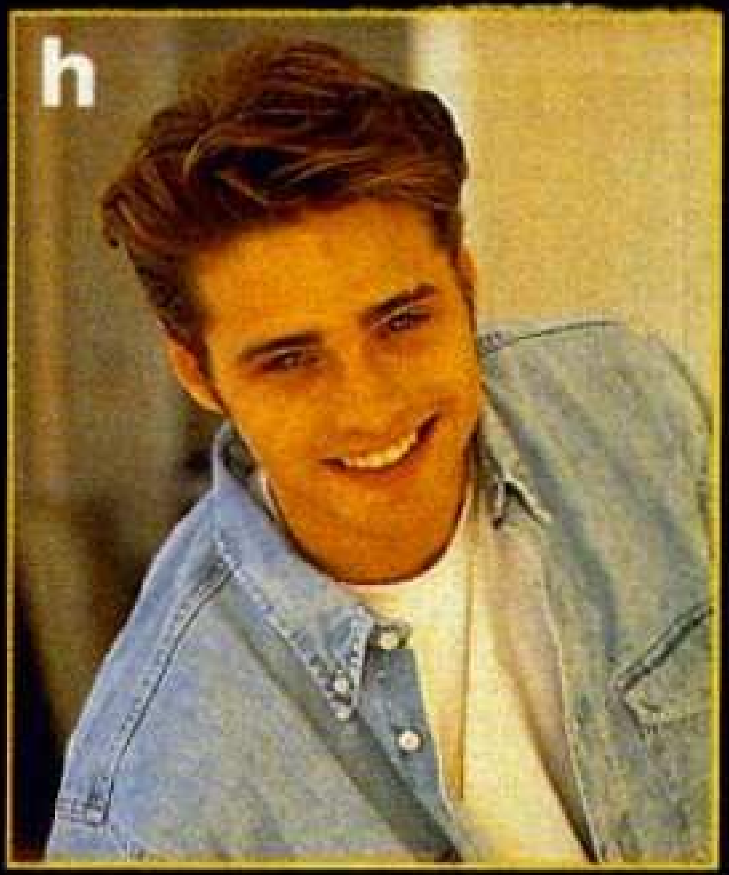

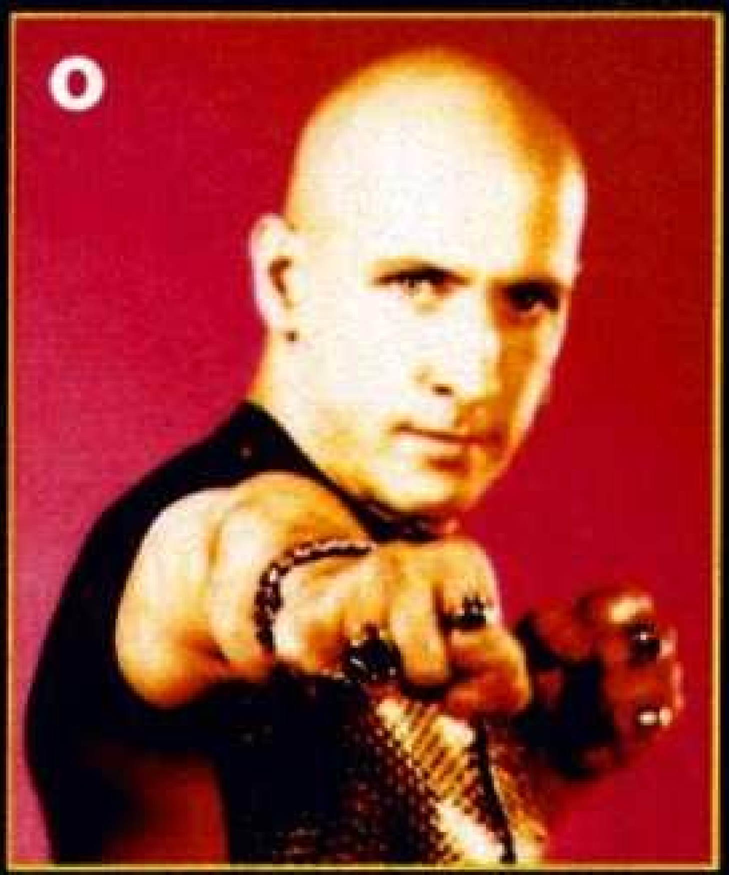

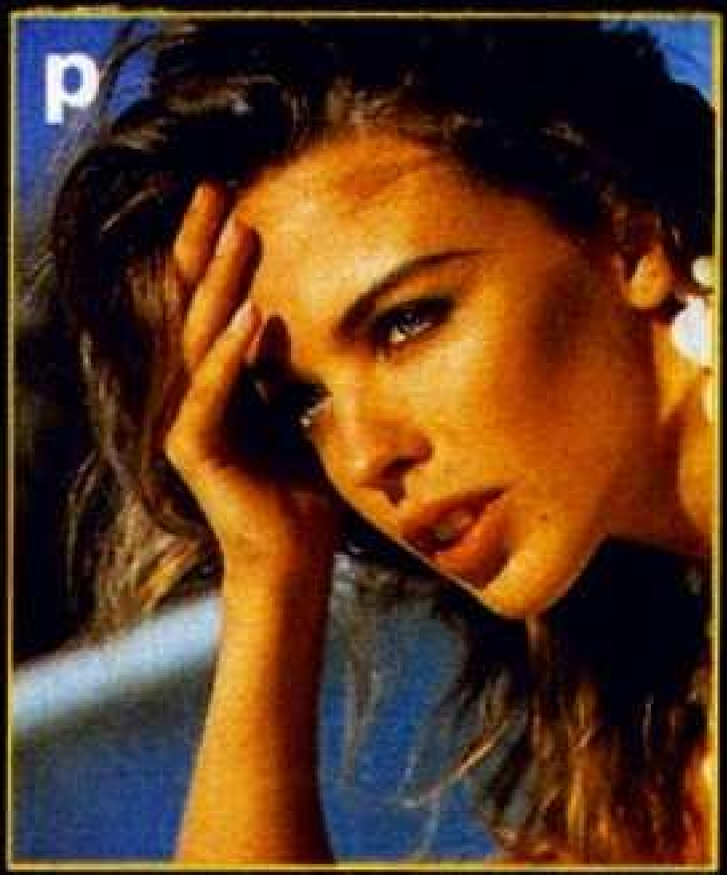

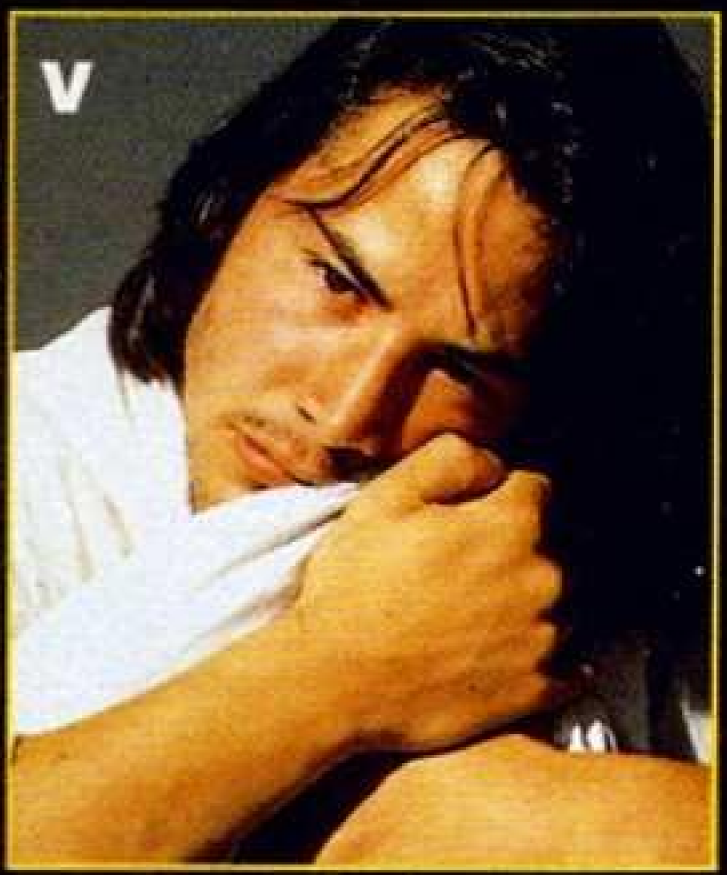

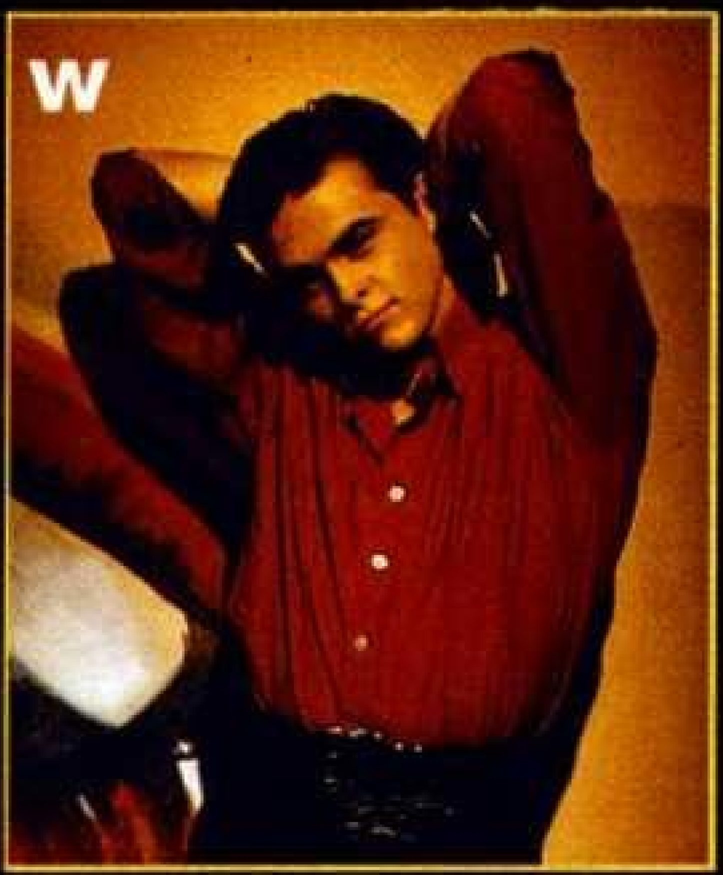

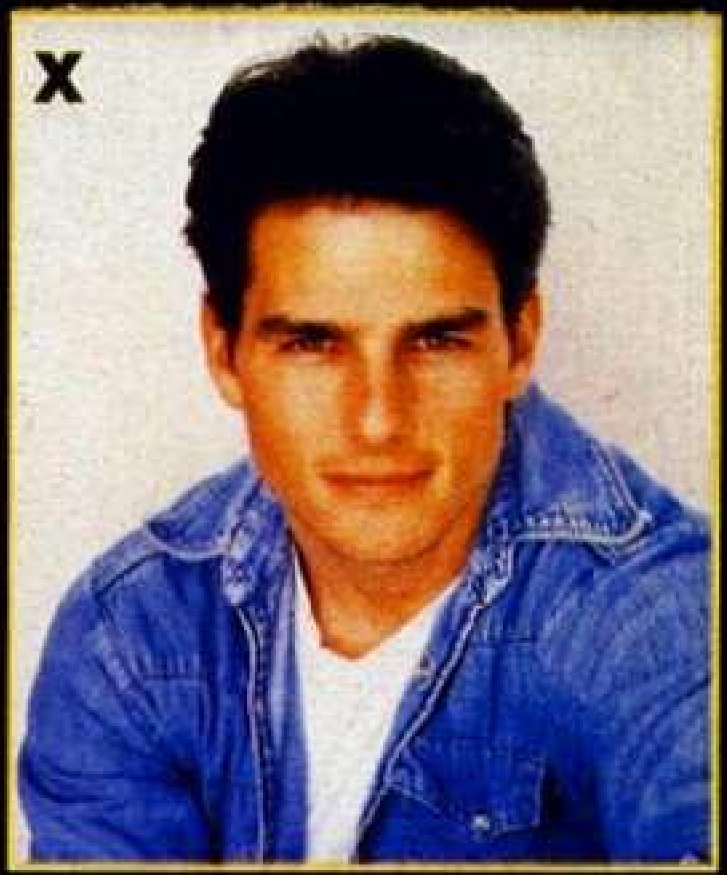

s know. Do you?

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answers:a) Betty Boo, b) Mr. C from the Shamen, c) Stephen Dorff, d) Take That, e) Madonna, f) Kris Kross, g) Melissa Bell, h) Jason Priestley, i) Shakespears Sister, j) Nicole Kidman, k) 2 Unlimited, l) Kristain Schmid,

REVIEW

SUPER NES

1 PLAYER

4 MEG

ACT GAME

PRICE:£49.99
BY: OCEAN

RELEASE
OCTOBER
CONTROL
JOYPAD
GAME DIFFICULTY
MEDIUM
CONTINUES
FIVE
SKILL LEVELS
ONE
RESPONSIVENESS
SHARP
1ST DAY SCORE
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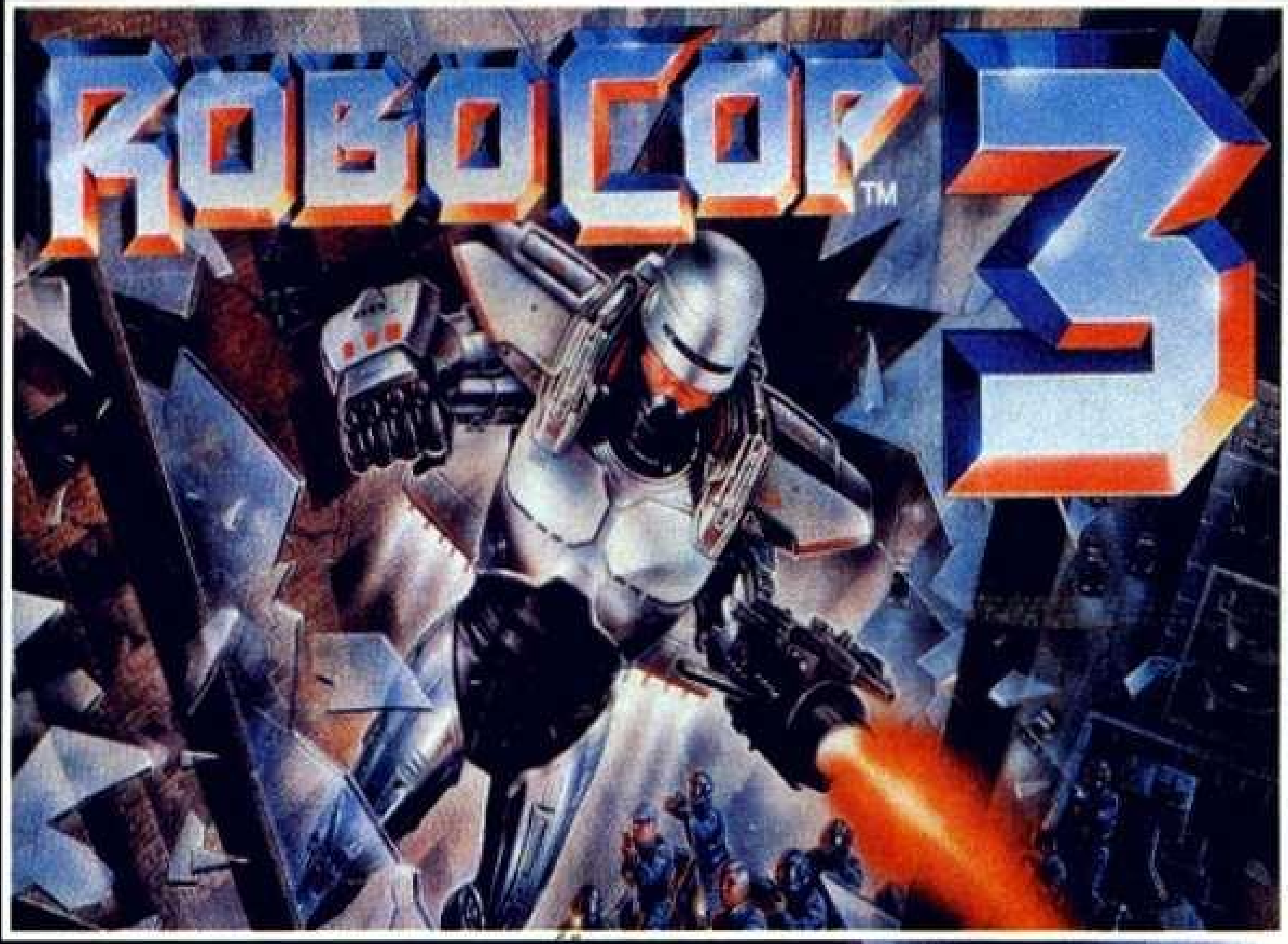
ORIGIN
Robocop was originally an outstanding sci-fi film from Orion pictures. Robocop III is, logically enough, the third in the series and the game follows the film's scenario.



Omni Consumer Products, the despotic governing body of a future Detroit City, are acting without due care and consideration for its citizens. This comes as no surprise. OCP's track record has left little to be desired ever since its Robocop II project two years ago when the brain of a psychotic killer was installed in the head of an enormous, heavily-armed robot which then opened fire at everything that moved. This time, OCP are planning to demolish Old Detroit and build a new metropolis to be known as Delta City. However, to get the city empty so that work on the project can start, a squad of specially-commissioned SWAT members called Rehabs have been called to the scene. Unfortunately, this gung-ho gang enjoy their work a little too much and, appalled at the way their friends and family are being treated, the City's youngsters get together to form groups who strike back at OCP's henchmen. Calling themselves Splatterpunks they take on the Rehabs and, in no time at all, Old Detroit is a city at war.

To support the beleaguered Rehab squads, OCP are set to send their faithful Kevlar-covered Bow Street Runner, Robocop, into the fray. With both the Splatterpunks and the Rehabs breaking the law, though, Robo faces a moral dilemma as to who's side he is on. Thus, split between what is good for the people and what is right by the law, he starts the game by entering the battle-torn city streets This is where you come in...

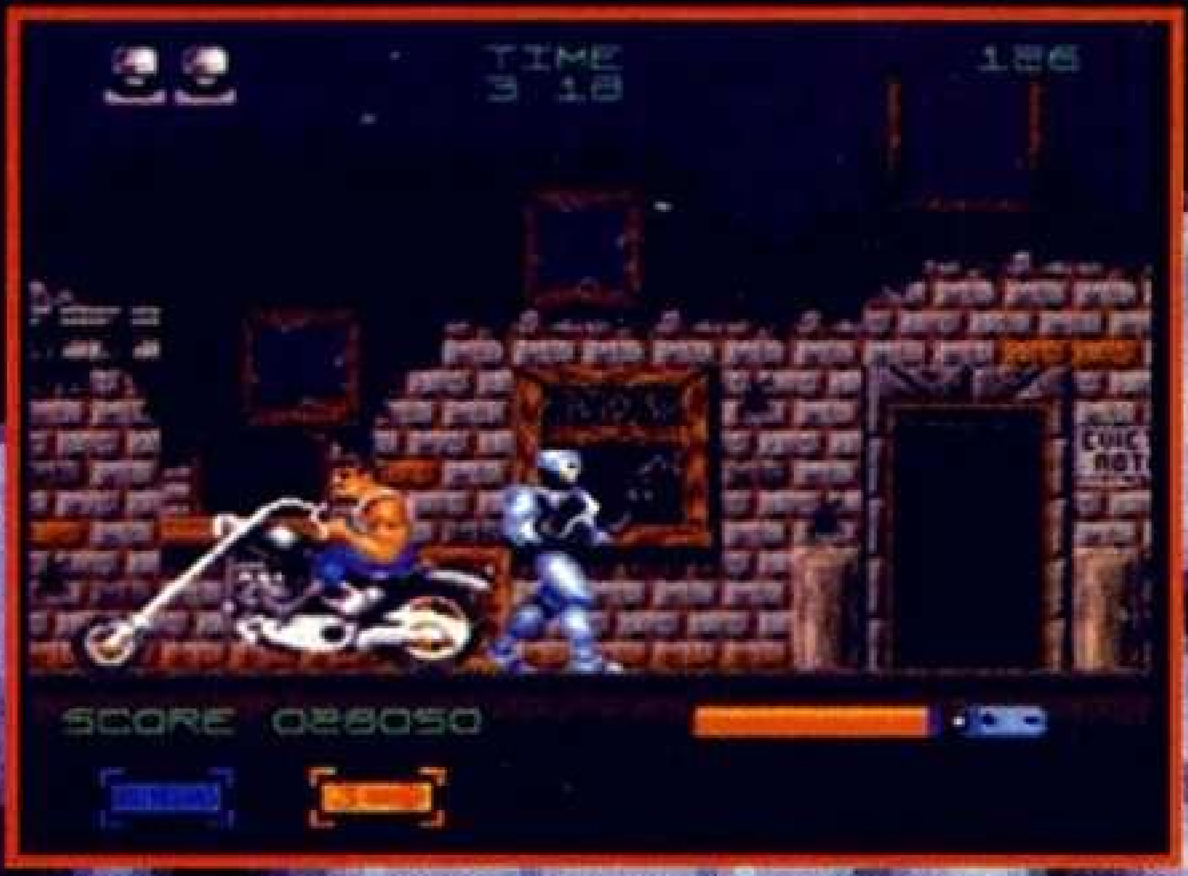
TAKE THAT, AND THIS - AND THIS AN' ALL!.

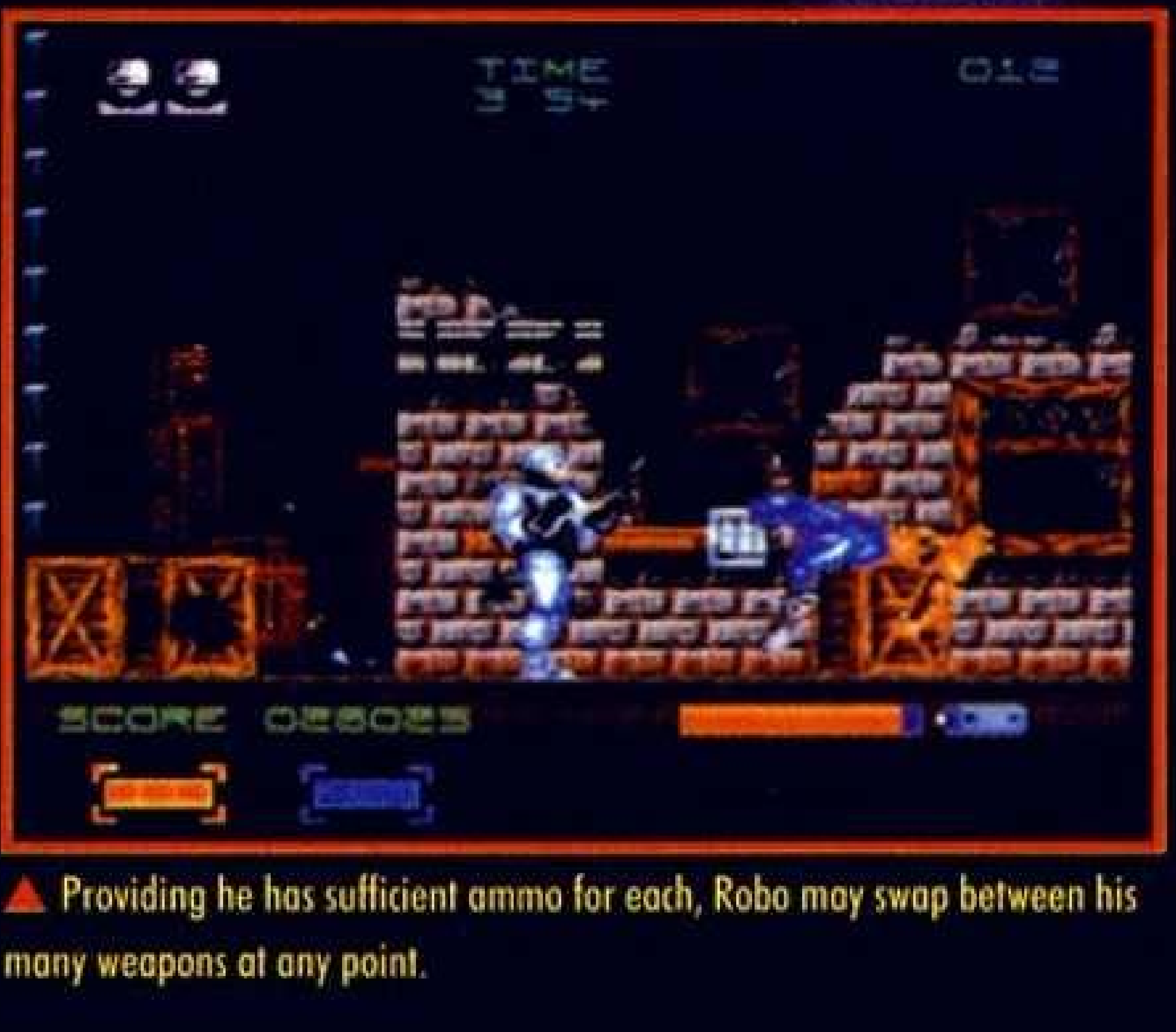
There was a time when Robocop was deadly with his Parabellum Auto-9. (That's a flipping big gun to you and me). Now, in his third adventure, Robocop is using his shiny head to probe for more effective ways to deal with those who offend him. They are:

THREE-WAY SHOT: As the name suggests, this is a three-way version of Officer Murphy's normal gun. It is particularly useful for taking out villains who are hiding behind crates or brandishing their guns from high windows.

LASER CANNON: Fires powerful laser beams.

FLAME THROWER: Robocop has to replace an arm to put this portable furnace into use. Once in place, though, he embarks upon a barbecuing blastfest until the thrower's fuel runs out.





▲ Providing he has sufficient ammo for each, Robo may swap between his many weapons at any point.

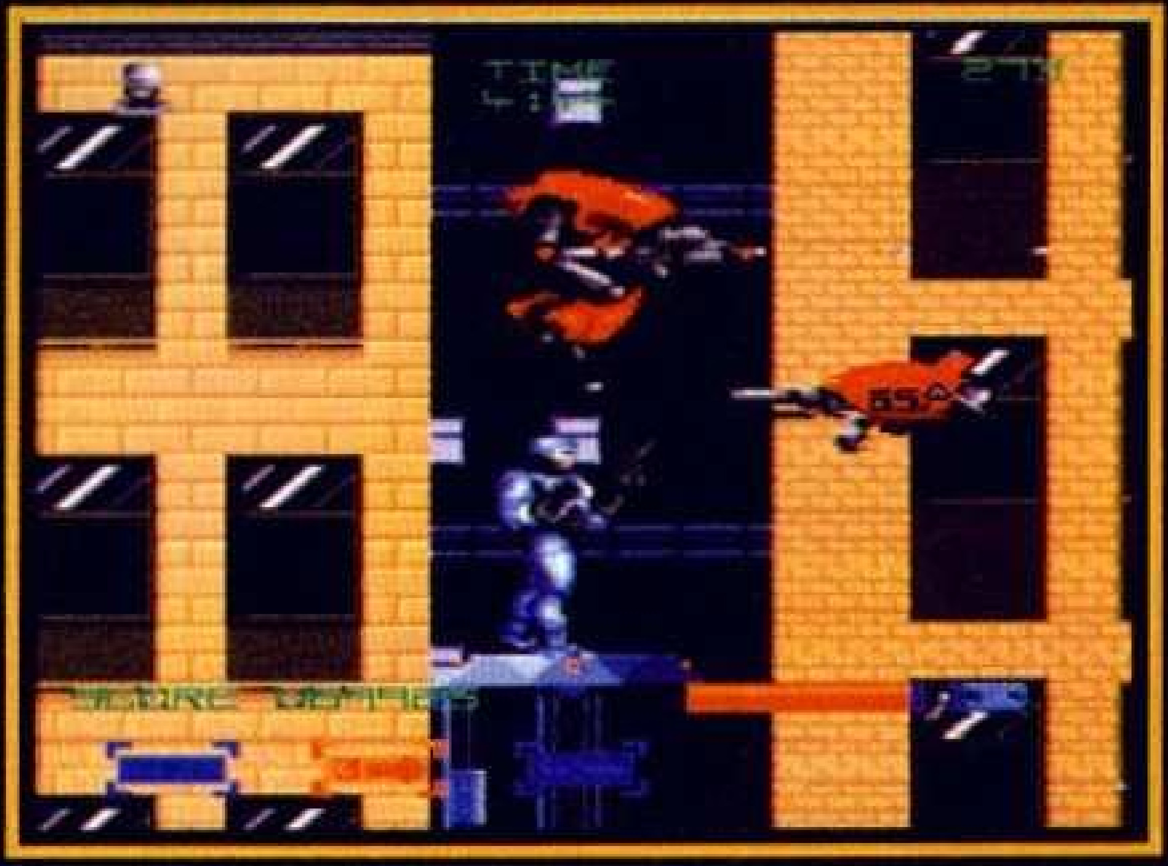
COMMENT

PAUL

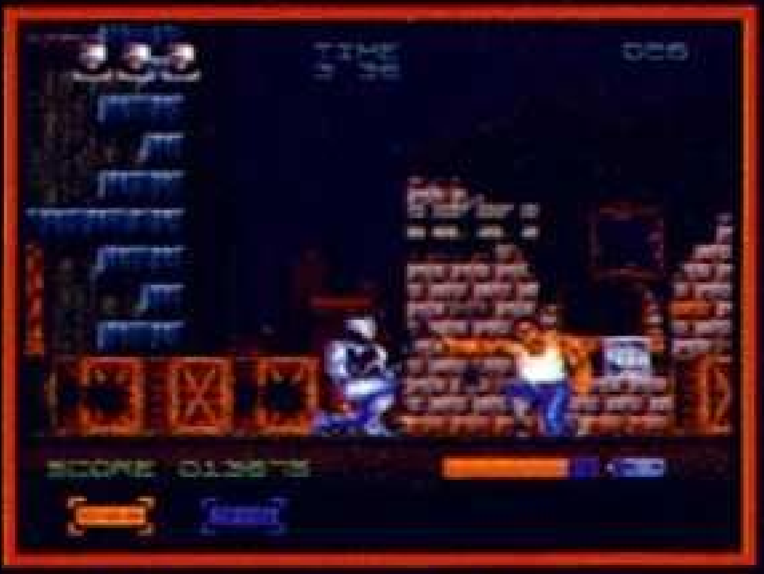
I'm disgusted by this game's shameless failure to do both Robocop and the Super NES any justice. The aging Robocop coin-op has more on offer than this. We're talking five years ago and Ocean have taken a regressive gameplay step rather than improving on the idea. Perhaps they could have translated the spiffy polygon-based Amiga game to the Super NES and made the most of the machine's sprite enlargement capabilities? Their lack of imagination in other areas is also pretty obvious when you behold the aerial sections of Robocop III - very bland. Just for the record, the graphics are neat, but even they present nothing majorly new. The music is adequate but the sound effects are very dull indeed. Buying this game is sure to have anyone shaking their head and cussing for weeks, so save yourself the bother by avoiding it.

IS IT A BIRD, IS IT A PLANE NO IT'S... ROBOCOP?

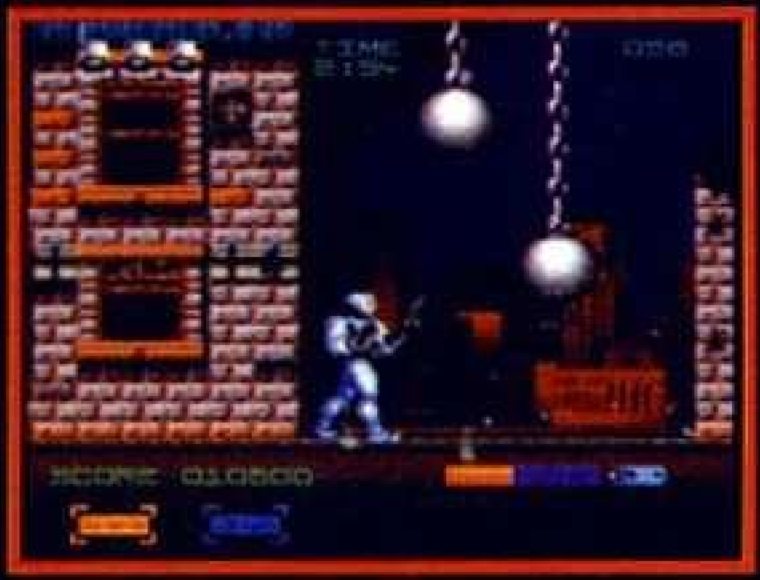
Officer Murphy has come a long way since his days as a regular plod. Why, it seems like only yesterday that he entered that fateful warehouse with his assistant Lewis, only to be shot to bits by Clarence Boddicker and his evil cohorts. This, of course, led to Murphy's transformation into the Robocop unit at the hands of OCP. During his development, Robocop was programmed with four prime directives: uphold the law, protect the innocent, and serve the public trust. The last was classified, but was revealed as a fail-safe to stop Robocop killing high-powered members of the OCP board. Robocop followed these instructions with almost comical reverence. Since then he has fallen foul of all manner of underhand trickery, ironically brought about by the very company that created him. In Robocop II OCP tried to replace Robocop with a new model, Robocop II (original, huh). The film also saw officer Murphy burn the four prime directives from his memory. The third film makes the most of these almost human properties, and also sees him take to the skies using a specially-built jetpack.



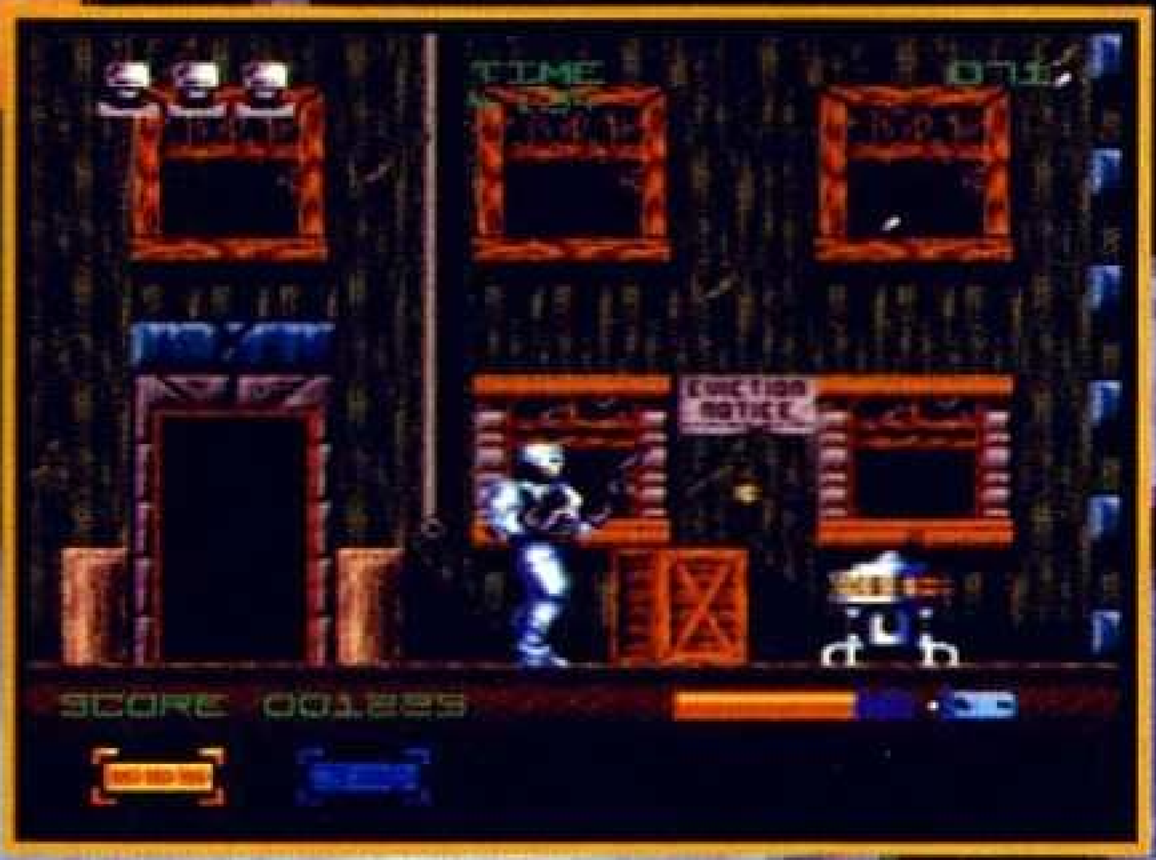
▲ Several platform stages have been left to test our hero's agility.



▲ Hits from the enemy cost Robo energy.



▲ Balls-dropping fun galore!



▲ These droids have been left throughout the early stages and release cop-seeking missiles which home in on our hero's kevlar-covered frame.

UPHOLD THE LAW

Dotted about the levels are a selection of four icons which boost Murphy's chances of survival. Here's what to expect:

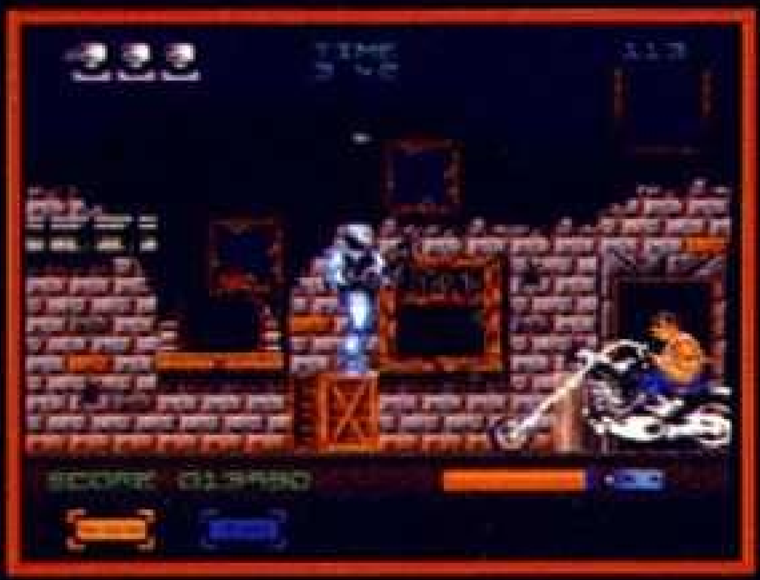
A RED CROSS: Rewards Robo with 5000 points.

THE LETTER E: Increases Robo's energy level.

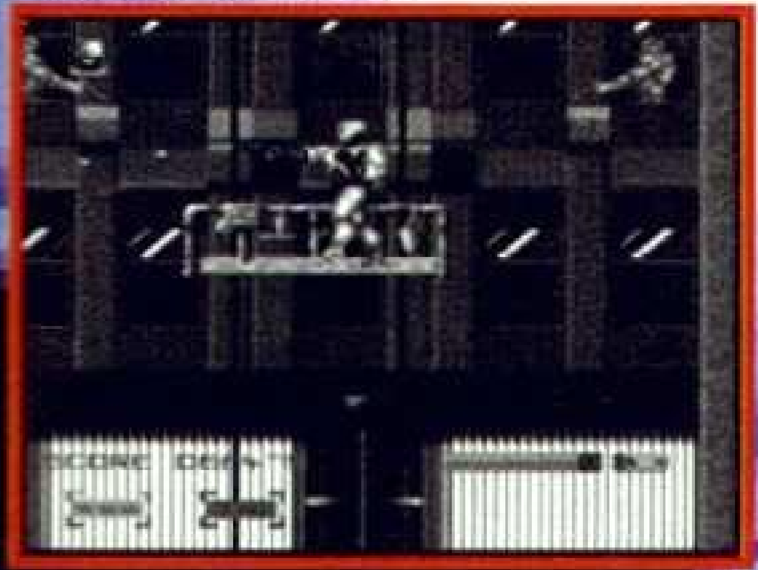
THE LETTER P: Upgrades Robo's weapons inventory.

THE LETTER F: Provides extra fuel for the jet-pack.

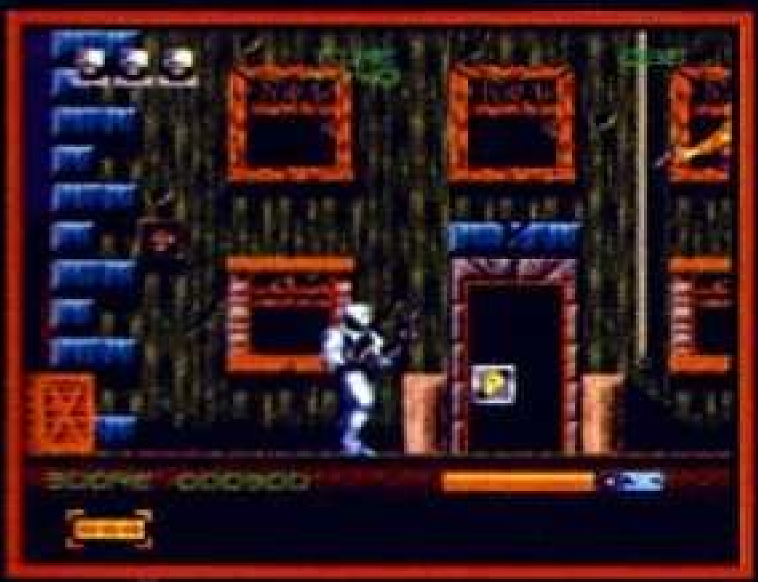
BULLETS, THREE: Increases Robo's ammo supply.



▲ Use crates to get out of harm's way.

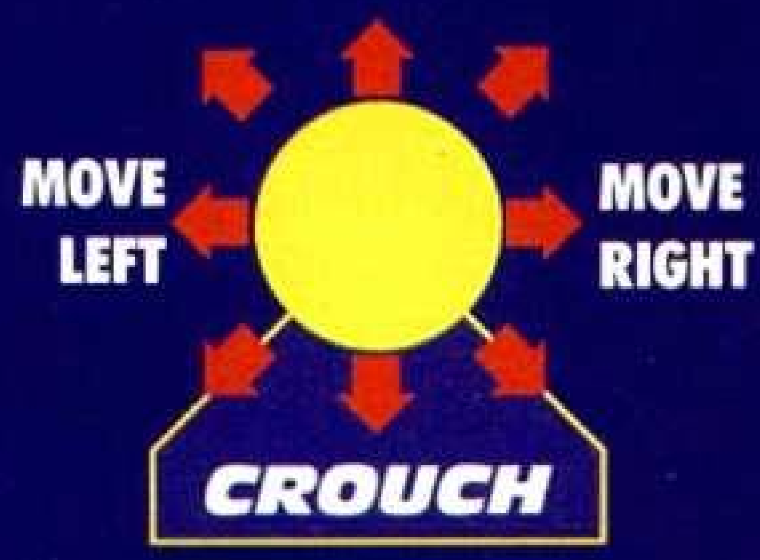


▲ Robo takes a break from the rigours of street patrolling to earn a few spare quid window-cleaning. If you could see what he can see, when he's cleaning windows...



▲ Extra weapon caches and energy supplies are left when certain felons are killed, and are collected simply by walking over them.

How To Control



Y Fires forwards and diagonally upwards in conjunction with D-pad.

B Punches

X Fires upwards

A Makes Robo jump

L WEAPON SELECT

R WEAPON SELECT

S **SELECT BUTTON:** WEAPON SELECT

S **START BUTTON:** STARTS AND PAUSES THE GAME

How To Play

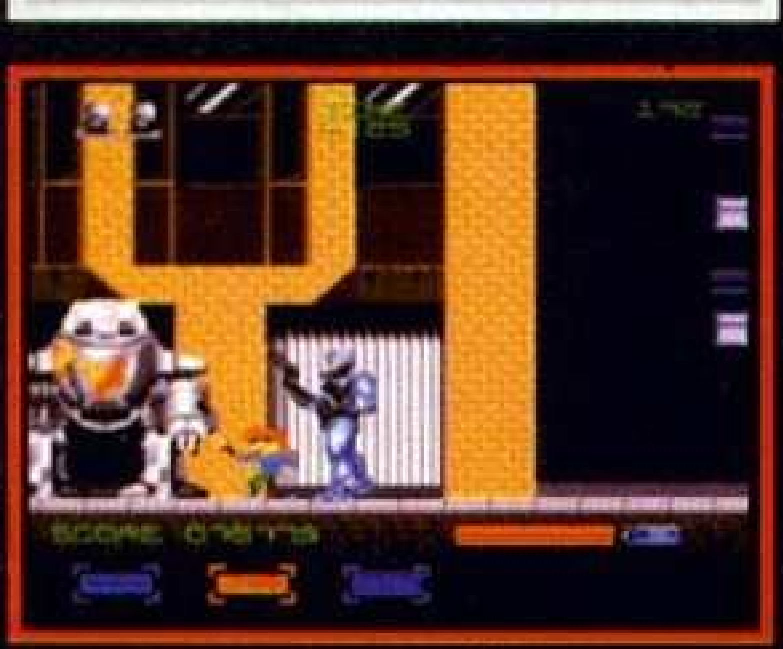
Guide officer Murphy, alias Robocop, in his mission to banish evil from the streets of Old Detroit. He battles the marauding Splatterpunks before infiltrating Rehab's base. Waiting for him there, though, is the deadly ninja robot, Otomo who is holding two civilians, Keiko and Marie Lacasse.

REVIEW

COMMENT

JAZ

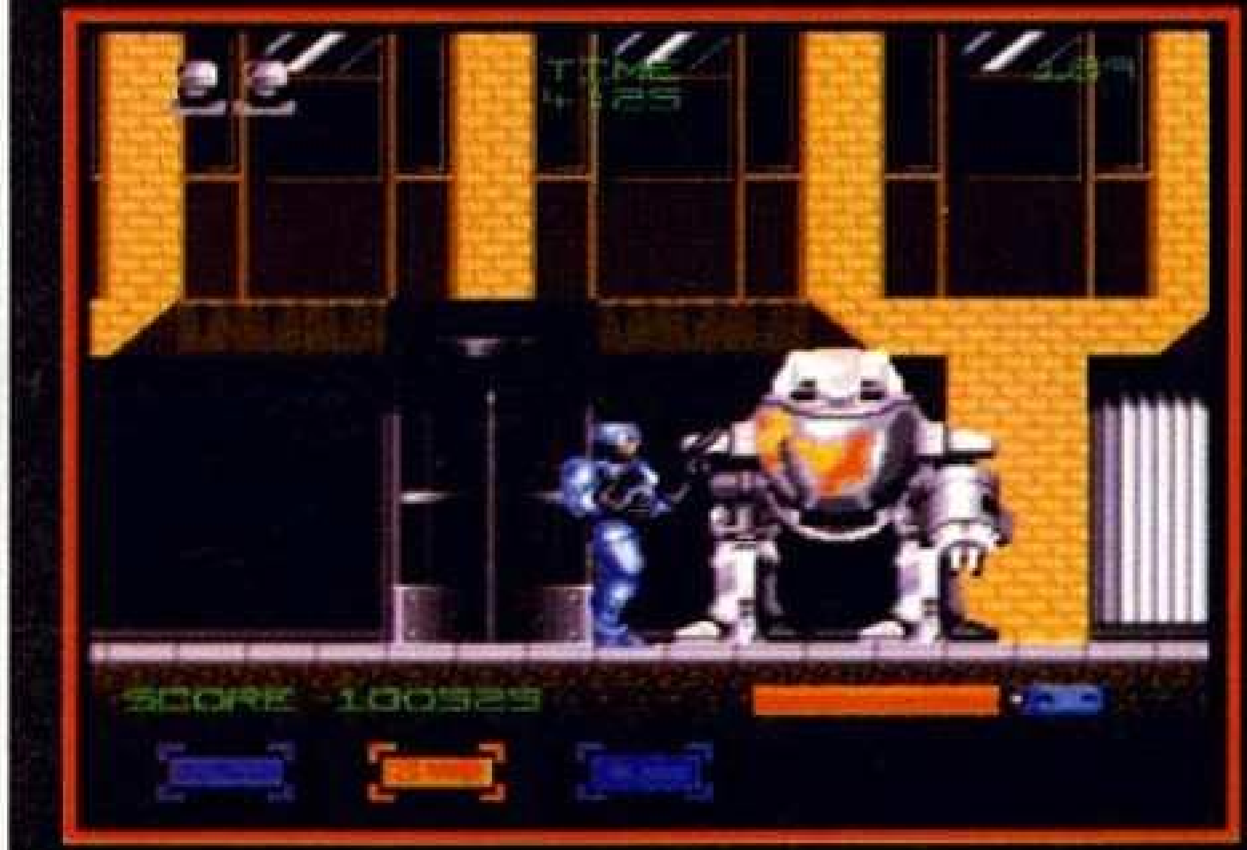
It was with weary sadness that I walked away from playing Robocop III. Not only does it suffer from a frightening lack of originality, the gameplay is also very frustrating. It's similar in style to the original Data East Robocop coin-op (now five years old), but without its good bits, playability and slick action. In this game, Robocop responds sluggishly to joypad movements and jumping is made especially frustrating because he takes off and moves very slowly in the air (dumb when you consider he's supposed to be a made of metal). He also falls through the edges of platforms when it looks like he's on terra firma - aaagh! Another annoyance is that restart points are miles apart, so when you die you go all the way back to the start of the level. Consequently you're forced to do the same thing over and over again until you work out what to do at the right time. This would just about be forgivable in a mega-slick supergame, but when the gameplay's as ropey as this you just want to smash the cartridge up with frustration. Considering the all-action nature of Robocop, this is a gross waste of a licence. If it's thrills and spills you're after, look elsewhere.



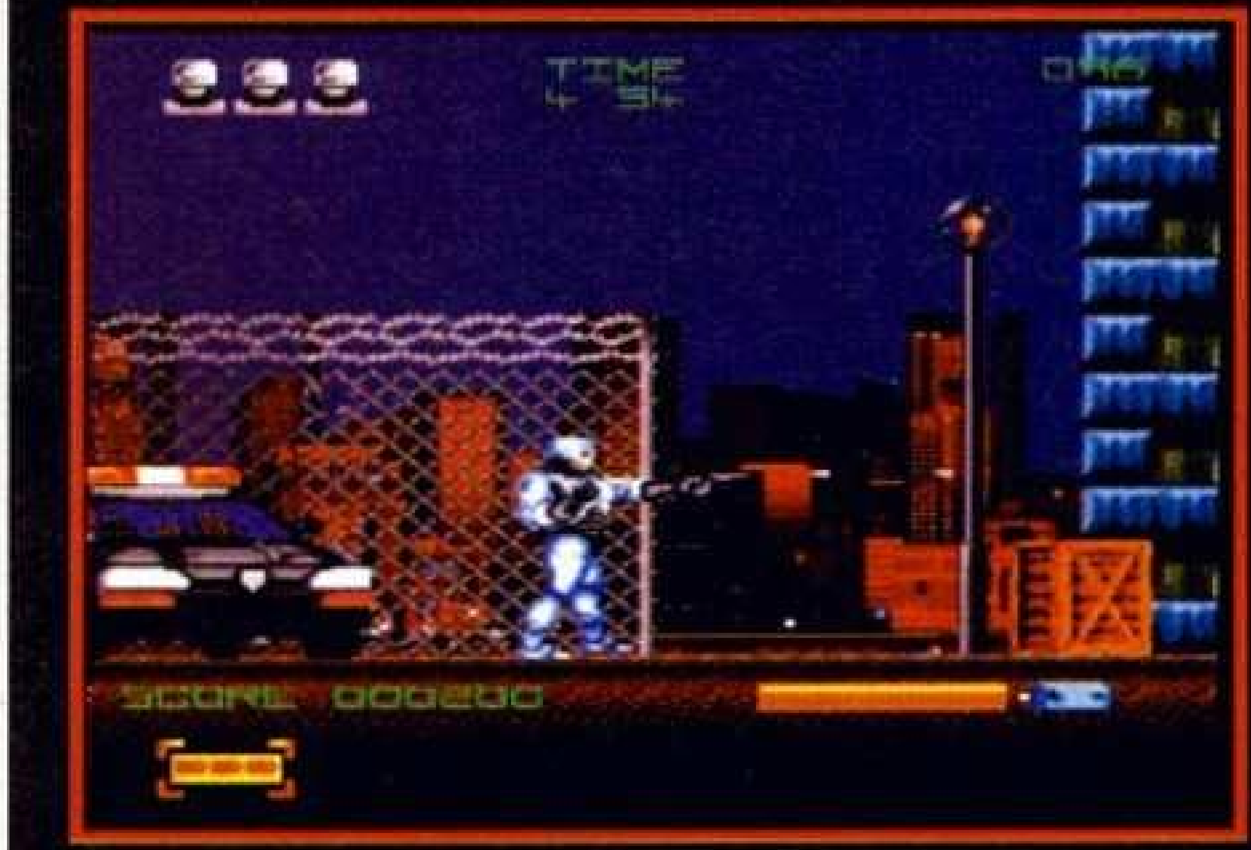
▲ The child prodigy electrical genius does her stuff on the damaged ED-209.

ED(DIE) MURPHY

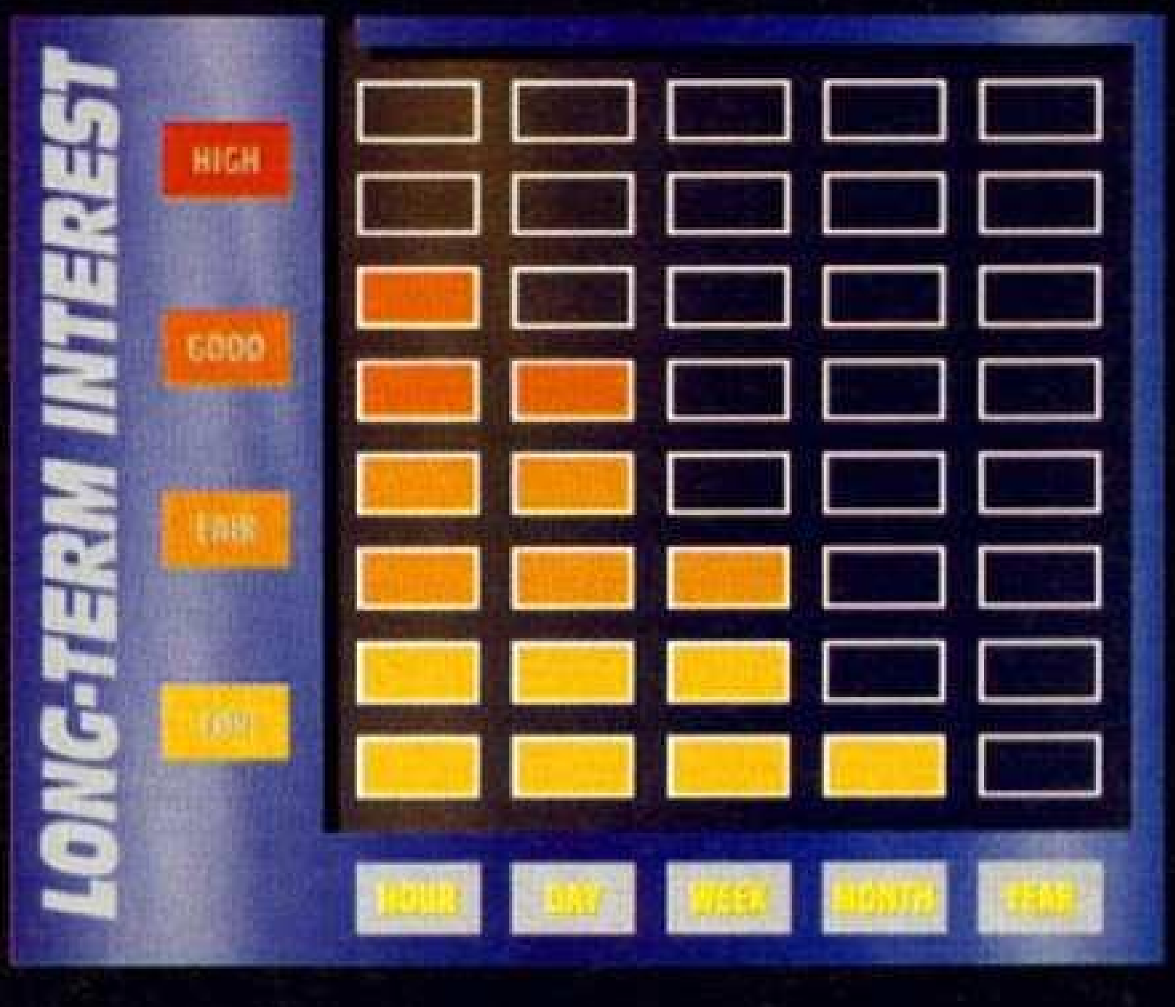
Who'd have thought that Robocop's earlier rival, the ED-209 unit, would one day be helping the silver-coloured one fight the scum in Old Detroit? Nevertheless it's happened, and all thanks to a little kid. Both the film and the Super NES game include a scene where a sprightly young girlie restores a dilapidated ED-209 unit to provide Robo with some much-needed back-up. Robocop and ED-209 then make a stand together against the evil Rehabs, who don't stand a chance when confronted by this incredible barrage of missiles and automatic weapon fury.



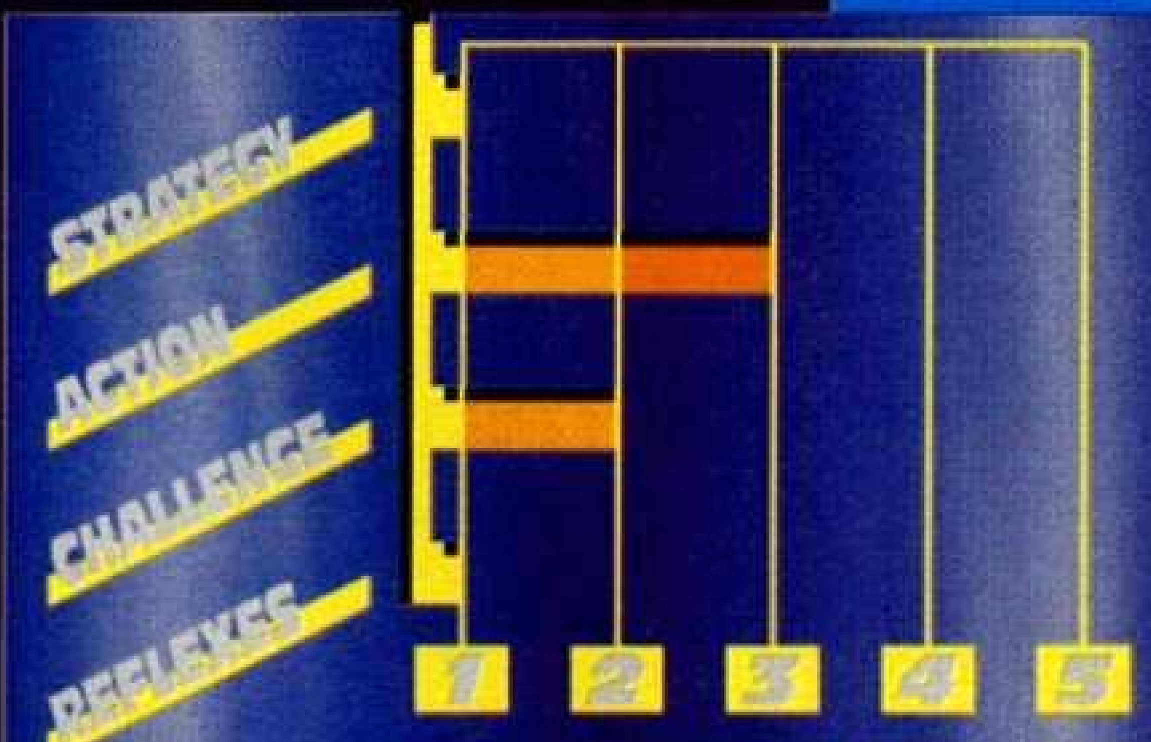
▲ This ED-209 unit is faulty. However, a young electrician prodigy who Robo is out to rescue soon fixes it so that it assists him in his duties.



▲ Via the four control buttons, Robo is able to shoot in virtually every direction, although the three-way-firing gun makes life considerably easier - especially when it comes to blasting gun-toting crooks out of their window hiding places.



RATINGS



BREAKDOWN

PRESENTATION

71

▲ The expected digitised image of Robocop on the title screens and the 'game over' display.
▼ There are no difficulty settings. Neither are there any alternatives to the control settings.

GRAPHICS

78

▲ The sprites are large and the backgrounds are alright.

▼ The animation of Robocop is a bit naff.

SOUND

75

▲ The music is good.

▼ The effects are bland.

LASTABILITY

30

▼ It's more a battle against the naff controls and poor games design than the game itself, and the lack of enjoyment results in the game being swiftly shelved.

PLAYABILITY

52

▲ The simple blasting action seems fun at first...
▼ ...but the lack of restart points and the awkward controls see frustration begin to mount.

OVERALL

A bland, frustrating and totally unoriginal game which is a gross disappointment on a grand scale, especially when you consider the excitement and action of the Robocop films

48

In the beginning
there was Void

ADVANCE SCREENING

PREVIEW SYSTEM

5
A.S

- ANOTHER WORLD (SNES)
- R-TYPE (GAMEBOY)
- ADDAMS FAMILY II (SNES)
- COOL WORLD (SNES)
- SUPER SWIV (SNES)

"Oh, Christmas is a coming, but don't get in a tizzy...
For the Nintendo game scene is getting extremely busy..."
W.Shakespeare

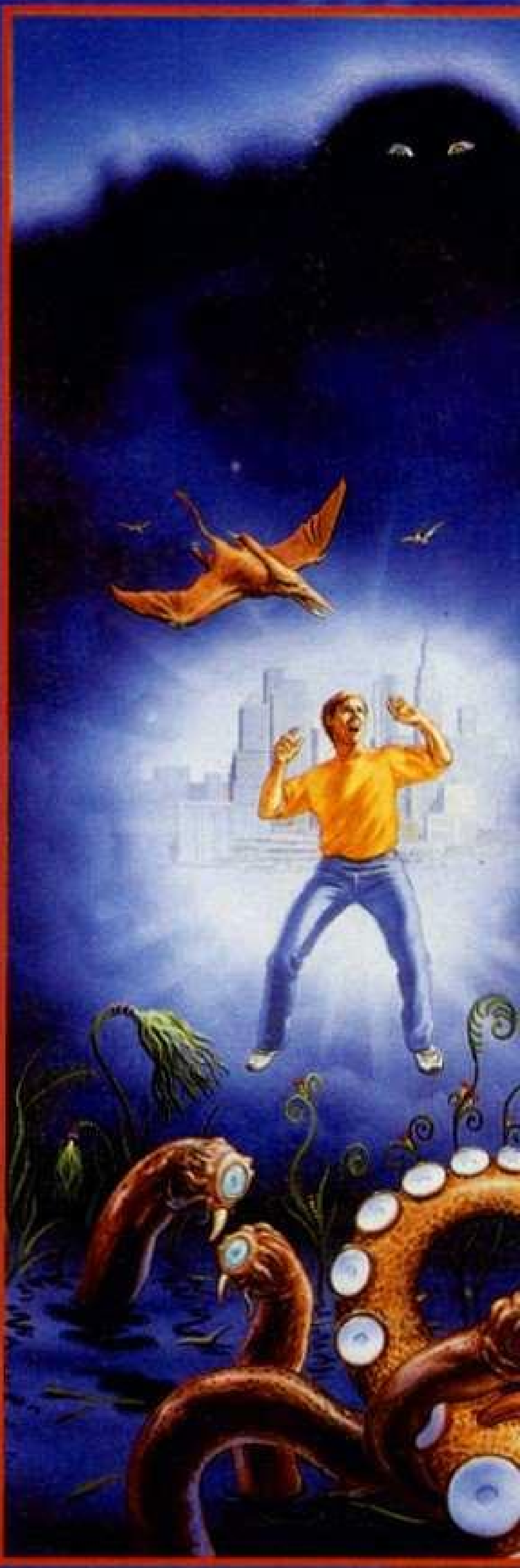
As can be expected from THE number one magazine for the Nintendo systems, NMS is tops when it comes to previews, too. We lead off with Interplay's stunning Super NES conversion of Delphine's Amiga classic, Another World. Following this, we have yet another exclusive in the form of Irem's Gameboy conversion of their R-Type II coin-op.

If platformers are more your 'thang', then Ocean are set to wow you with The Addams Family II: Puggsley's Scavanger Hunt (based on the forthcoming Hannah-Barbera casrtoon series) and their long-await Cool World licence. Finally, we round off these stunning previews with another contender for the shoot 'em-up crown - Storm's SWIV...

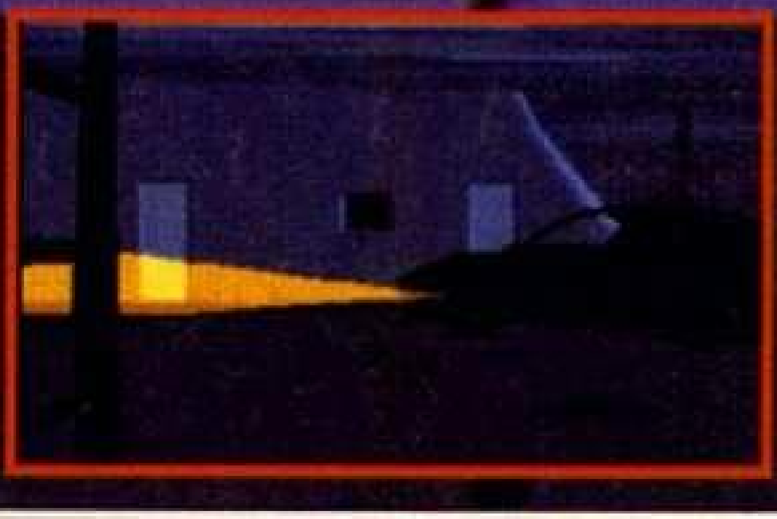
ANOTH

It seems that conversions from computers such as the Amiga and ST are all the rage at the moment, with SWIV, Populous II, and Sim Ant set to grace the Super NES very soon. However, one of the better Amiga games set for a Super NES debut is Interplay's conversion of Delphine's stunning arcade/adventure, Another World. In its Amiga form, Delphine's game scooped all sorts of awards for its originality and unusual graphics, not to mention its almost film-like presentation. Cast as Lester Chaykin, a hapless scientist, you have found yourself warped to a strange alternate universe, populated with all manner of weird creatures and, primarily, a race of ape-like warmongers - Planet Of The Apes was never like this!

With no exit immediately apparent, there seems little alternative but to explore the scrolling play area in an attempt to locate a way out. Thus, as he moves through the stages, Lester gradually pieces together an escape route whilst also befriending one of the strange simian creatures. Making the most of the unusual alliance, it is up to you to guide them through the many catacombs, traps, and pits which await them, whilst also picking off anyone who stands in your way - thus, lots of laser-based shoot-outs ensue as countless dangers raise their ugly heads.



A.S 1
SNES



ER WORLD

ADD A BIT, ADD A BIT

Rather than convert the Amiga game lock, stock and barrel, Interplay have also taken the time to add a series of new ideas and stages so that Lester also has to contend with a series of narrow passages as well as shoot 'em up action. In addition, the graphics move more fluidly and are better animated, adding to its film-like appearance even further.

▲ Adding to the game's film-like appearamce, are a series of linking sequences.

▲ No sooner has Lester arrived on the planet, then he is up to his neck in trouble - literally!

RUN VT

Adding to Another World's film-like presentation, are a series of small scenes which set the scene for the following action. For instance, no sooner has Lester done away with a series of slug-like creatures AND legged it from a pursuing Panther, he is kidnapped and knocked unconscious by a mysterious cowled figure. Before the scene switches to that of Lester and a fellow prisoner stuck in a suspended cage, a close up shot shows Lester's bleary eyes opening as he realises his predicament - Cecil B DeMile watch out...

▲ Lester's simian buddy proves essential in his escape plans - but protect him at all times.

GAME FAX

OUT OF THIS WORLD
©1992 Interplay Productions
©1991 Delphine Software
LICENSED BY NINTENDO

- PRICE: £44.99
- BY: INTERPLAY
- PLAYERS :1
- MEGS: 4

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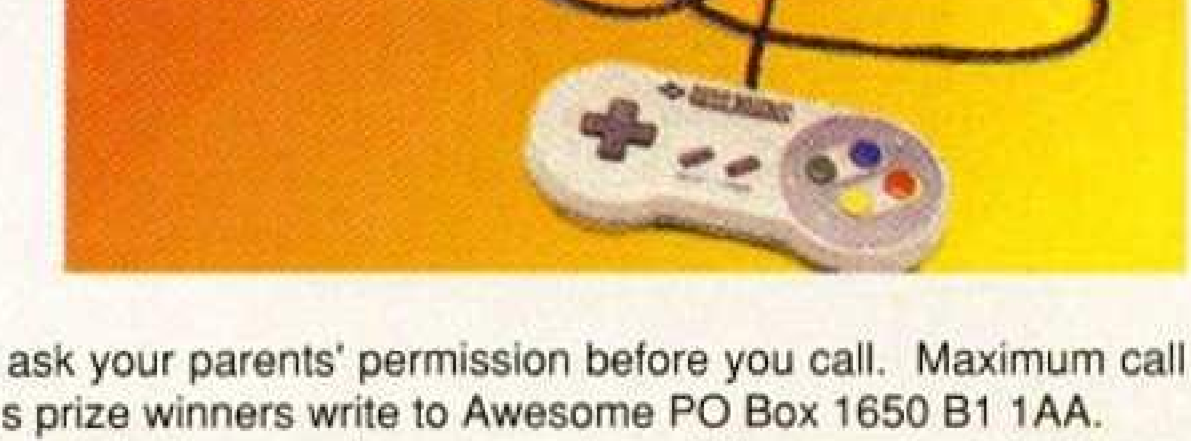

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then there was

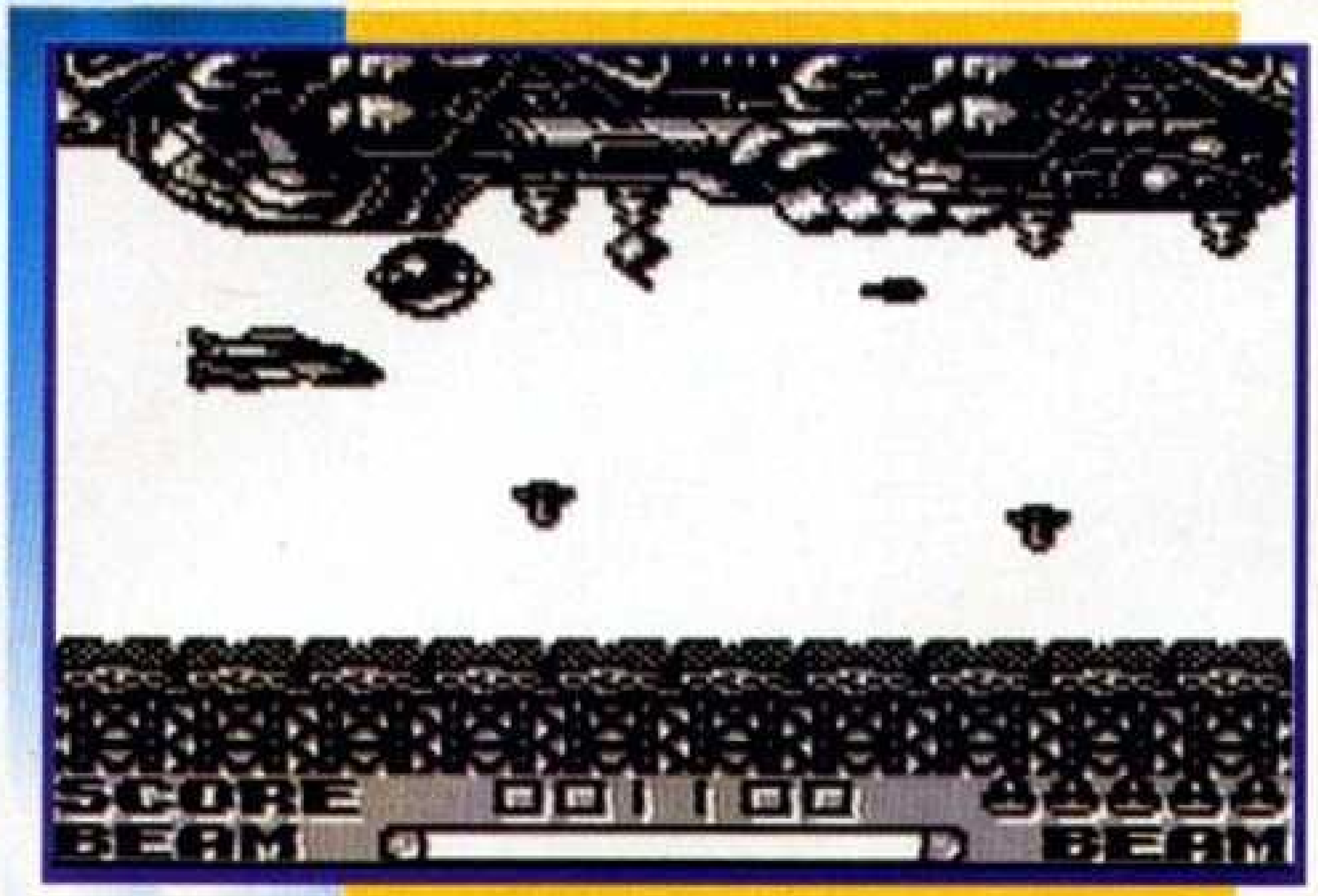
GAMESMASTER

R-TYPE

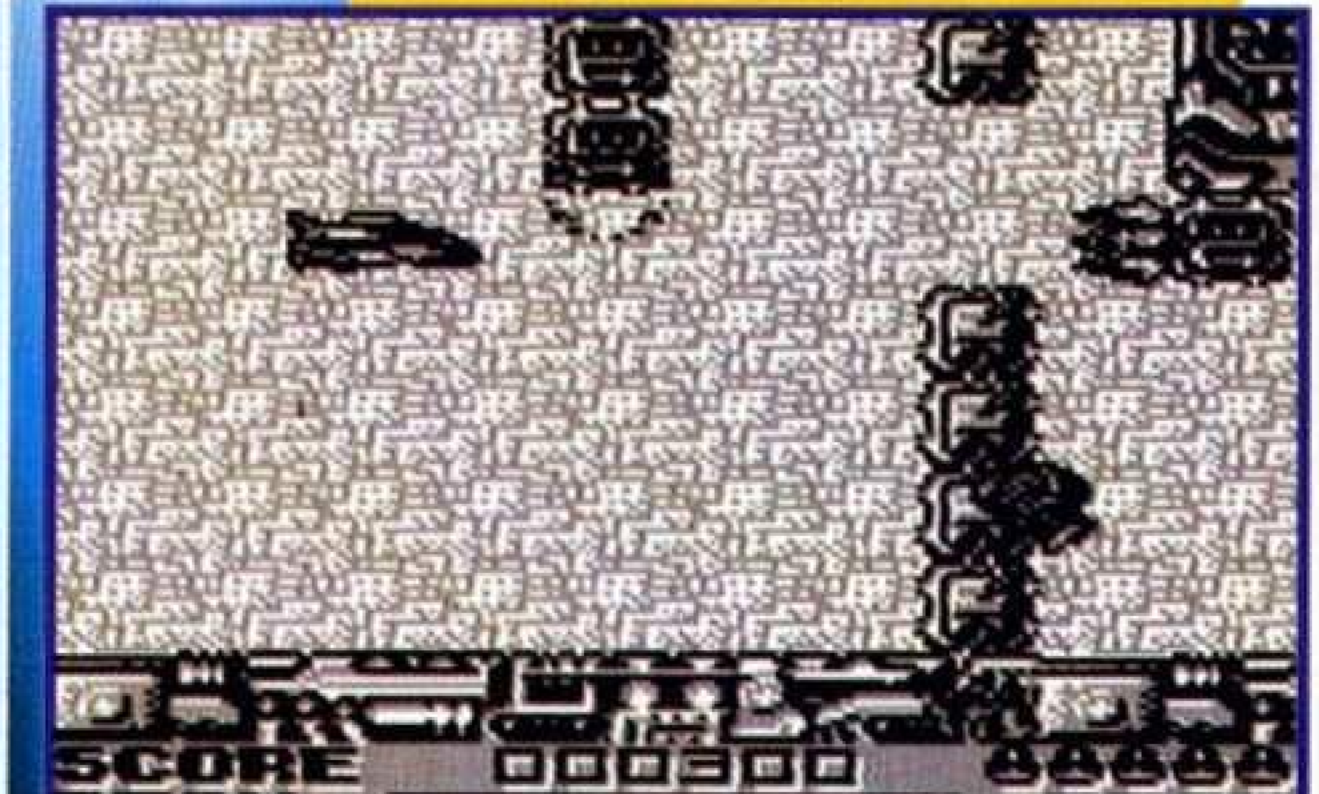
It has to be said that the Gameboy is slightly starved when it comes to decent shoot 'em-ups. It's all very well having numerous cutesy platformers at your disposal but what happens when you want to get a little... well, aggressive? True, you could return to that old Gameboy fave, R-Type - but, then again, you could also steel yourself in preparation for Irem's forthcoming sequel.

Converted from the stunning coin-op, R-Type II follows the same horizontally-scrolling thread of the first game and also includes the same add-on weaponry But this time the aliens (a return appearance by the evil Bydo race) are meaner and the levels have been made more tortuous. For instance, whereas in the first game the mission was set in space, for this sequel your R-Type craft has developed aquatic capabilities to help it destroy the Bydo's underwater emplacements. This also allows for several new mutations of the Bydo race to make their debut, including deadly Jellyfish-like ships and creatures who home in your craft.

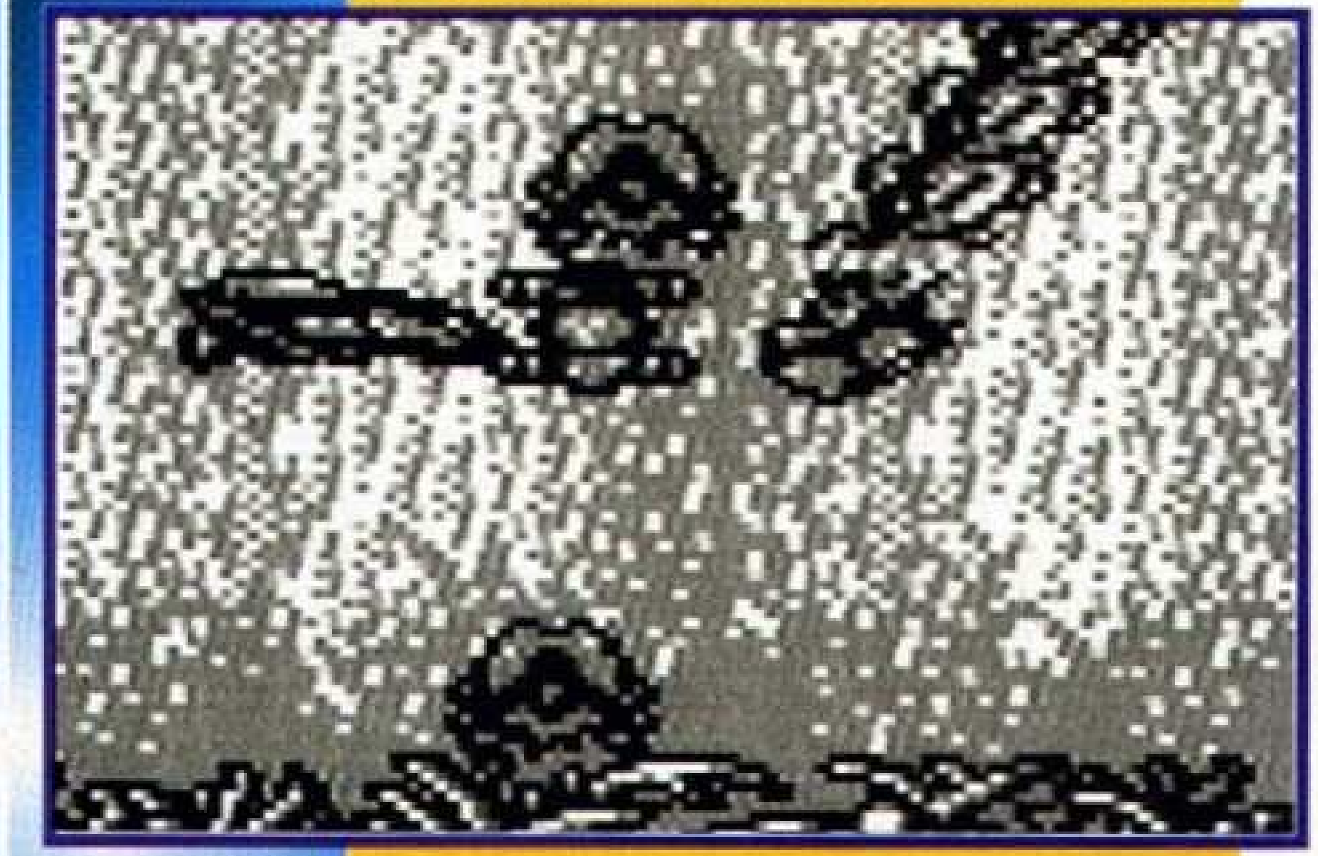
Converted and released via Irem themselves, R-Type II is looking very nice indeed. Graphically, it is very detailed, and the intricate caverns and backdrops of the coin-op have survived the transition to the Gameboy's monochromatic screen almost intact - even the waterfalls have been included. In addition, the ship proves extremely controllable, making for a far superior blast. The game is set for release in December, and is to be available through Woolworths stores only, and we'll be bringing you a full review next issue.



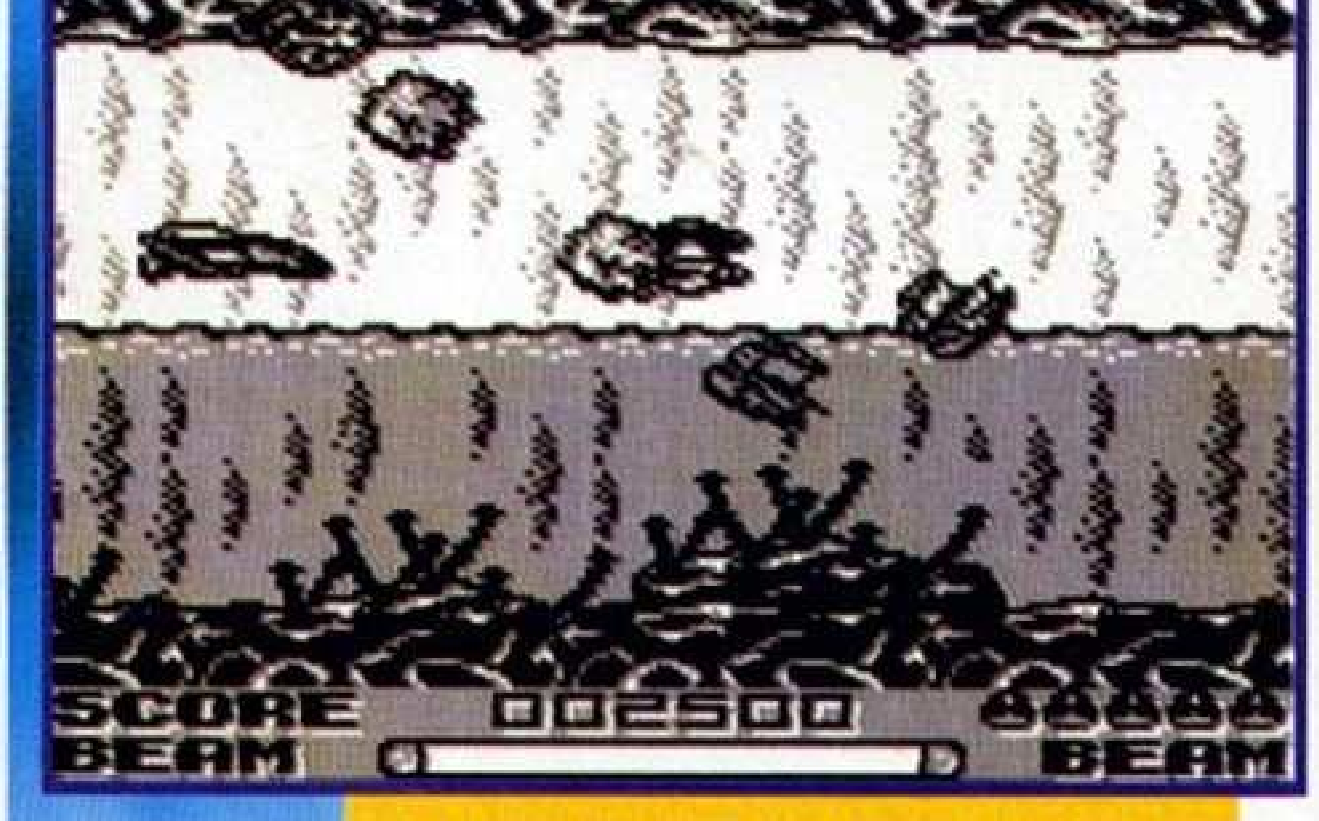
▲ The R-Type fighter picks up the ever-useful 'Force' device which protects its nose or rear from enemy fire.



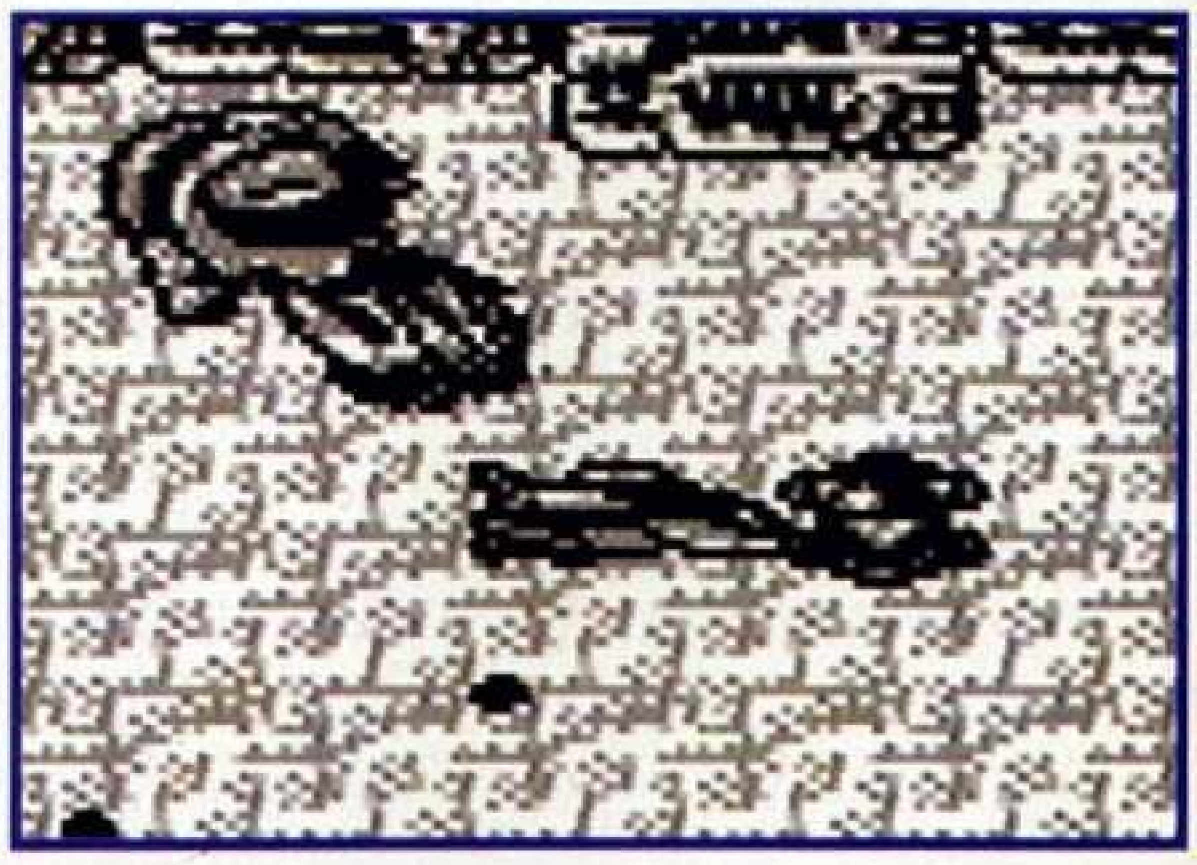
▲ Throughout the game, ideas 'borrowed' from the first game make a reappearance - such as these snakes.



▲ The olf favourite weapons have returned, too, including the diagonal lasers and the wall-clinging bombs.



▲ One modification added to your ship is that it can now travel underwater - although the weapons aren't quite so responsive when submerged.



▲ Holding down the A button will power up a beam weapon which rips through several aliens at once.

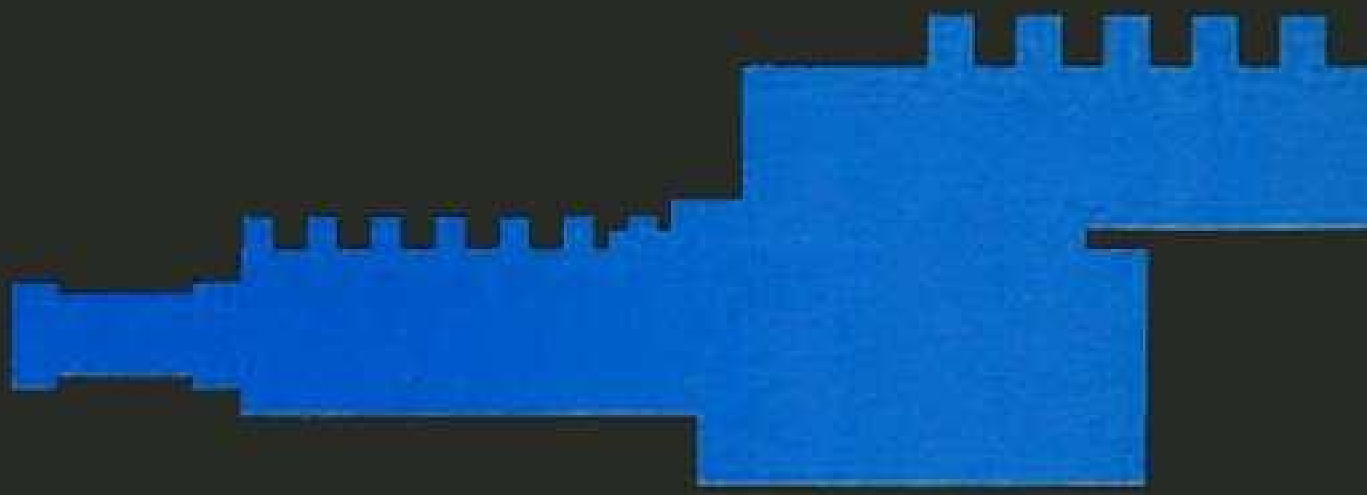
A.S
2
GBOY

GAME FAX

PUSH START TO PLAY
R-TYPE II
©1992 Irem
LICENSED BY NINTENDO
DEVELOPED BY B.I.T.S

- PRICE: £19.99
- BY: IREM
- PLAYERS :1
- MEGS: 1

and now....



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ocean

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U.S. GOLD

DOMARK

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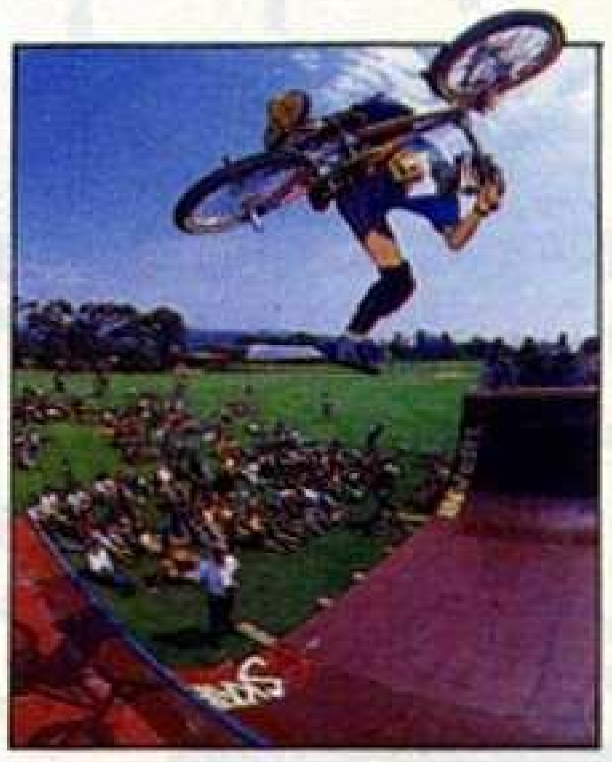

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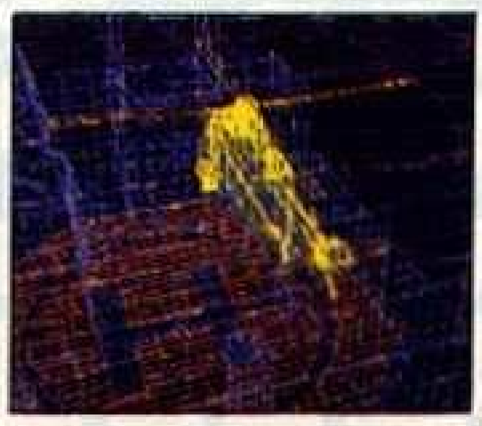

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QUASAR

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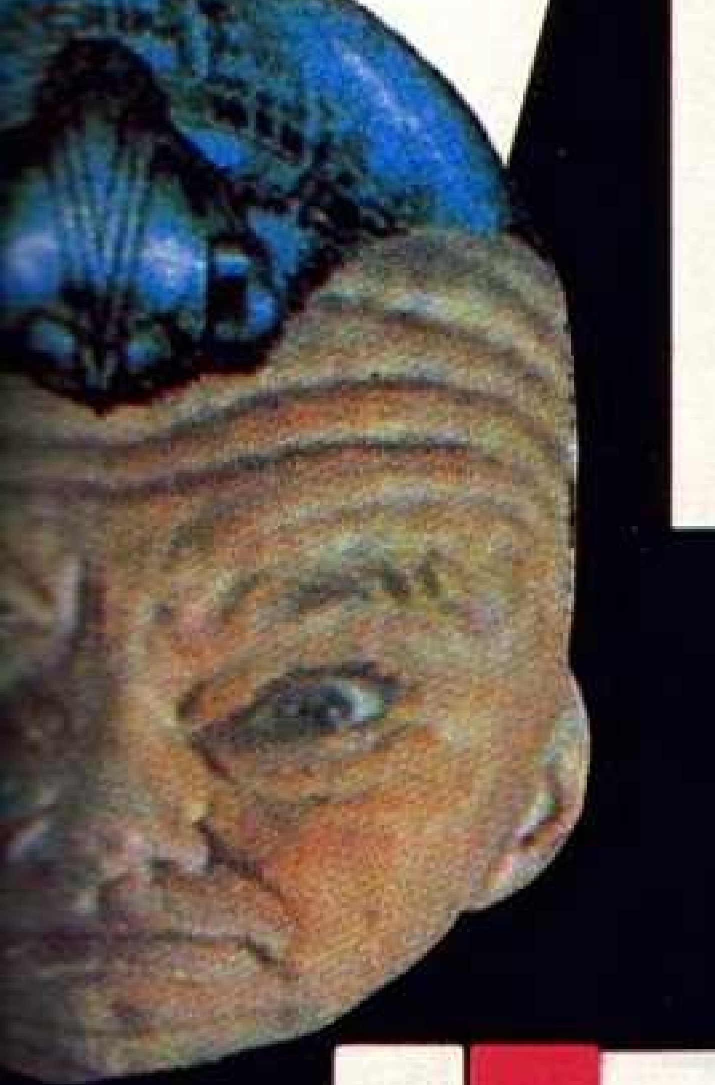

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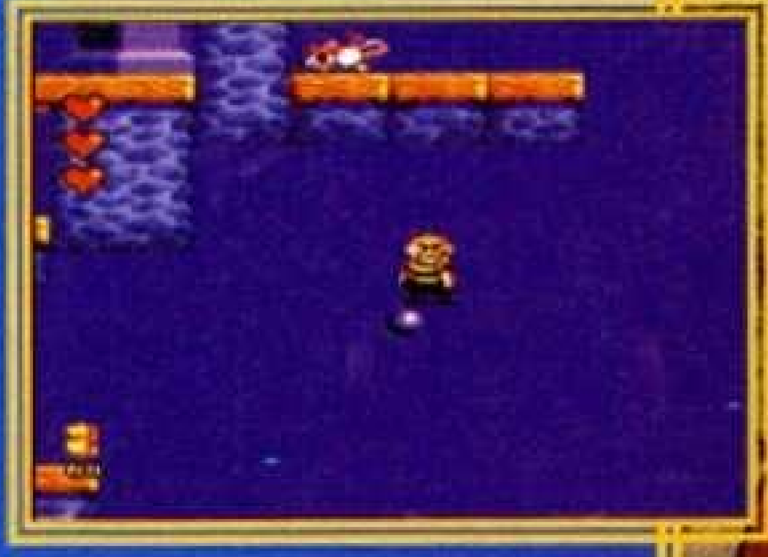
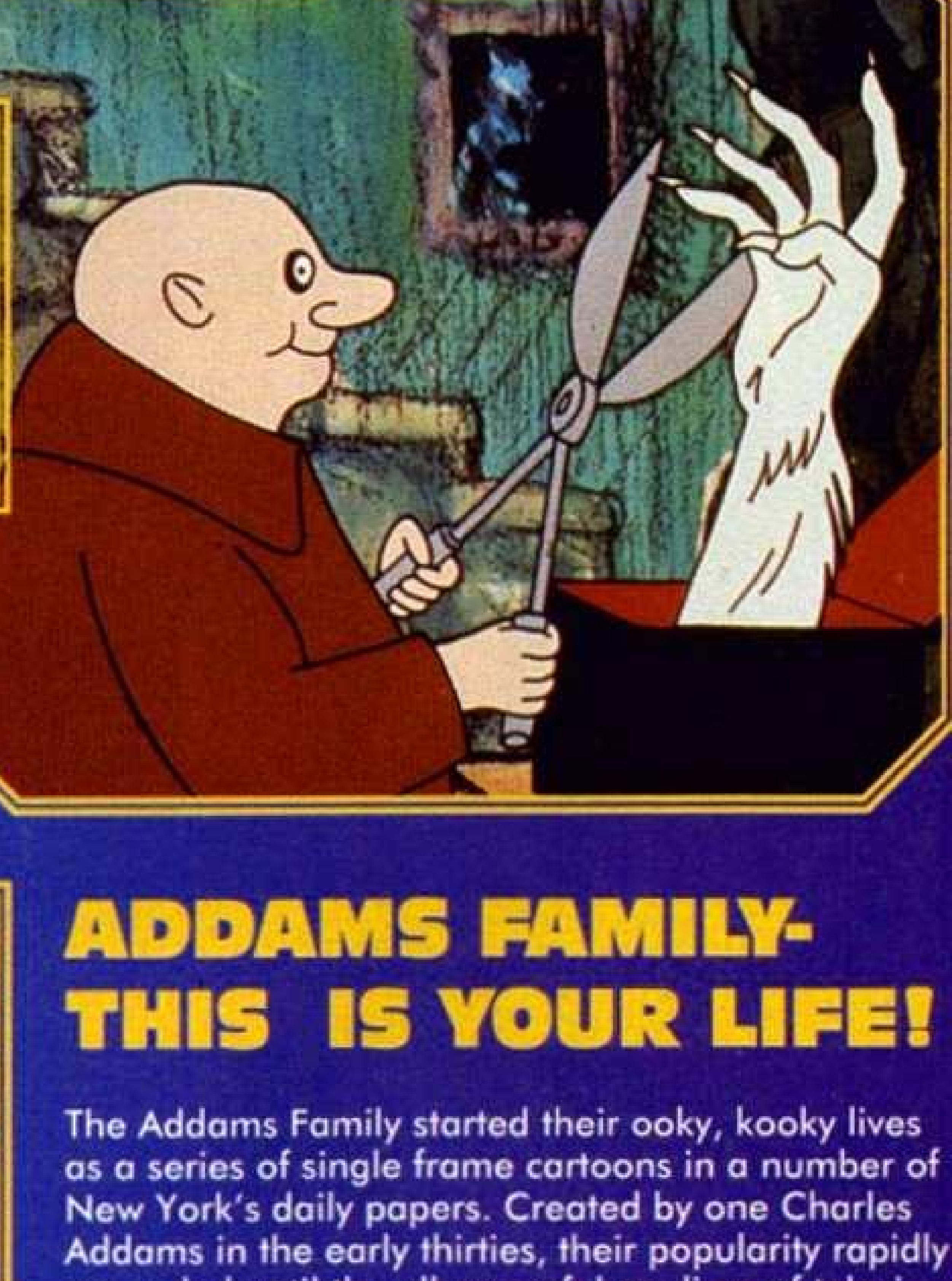
mart experience, fill in the form and send it off to the NEC, but hurry, tickets won't last long.

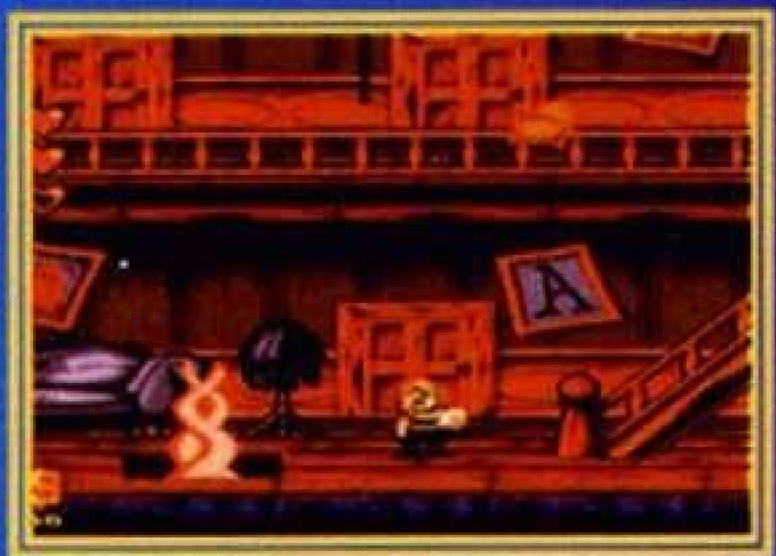
They're creepy, kooky, ooky, and spooky, and now they're animated! Fresh from the success of The Addams Family movie, Gomez, Morticia, Puggsley, and co are now the stars of a cartoon series from the world famous Hannah-Barbera studios - home of Huckleberry Hound and The Flintstones no less! As in the original black and white TV series, the cartoons recount the strange adventures of the less-than-normal family, and Ocean have stepped in nice and early to snap up the licence. However, rather than limit themselves to an overview of the whole series, Puggsley's Scavenger Hunt follows the plot of the episode of the same name.

Featuring sprites which are identical to the characters in the cartoon, Puggsley's Scavenger Hunt follows pretty much the same format as Ocean's original Addams Family licence. Puggsley replaces Gomez as the hero, but the same assortment of horizontally-scrolling leapin 'n' jumpin' action is still there, with plenty of coins to collect and nasties to avoid or flatten. Starting in the hallway of the family house, Puggsley is armed with a list of ten objects to find. From the hallway, there are a number of doorways awaiting his attention, and each room therein is based around a different theme. For instance, Puggsley encounters all manner of soap-related hilarity as he slips and slides through the bathroom. In Granny's room ugly Puggsley is invites him to explore her crystal ball, and the screen is appropriately distorted into a spherical area with Granny's hideous features forming the backdrop.

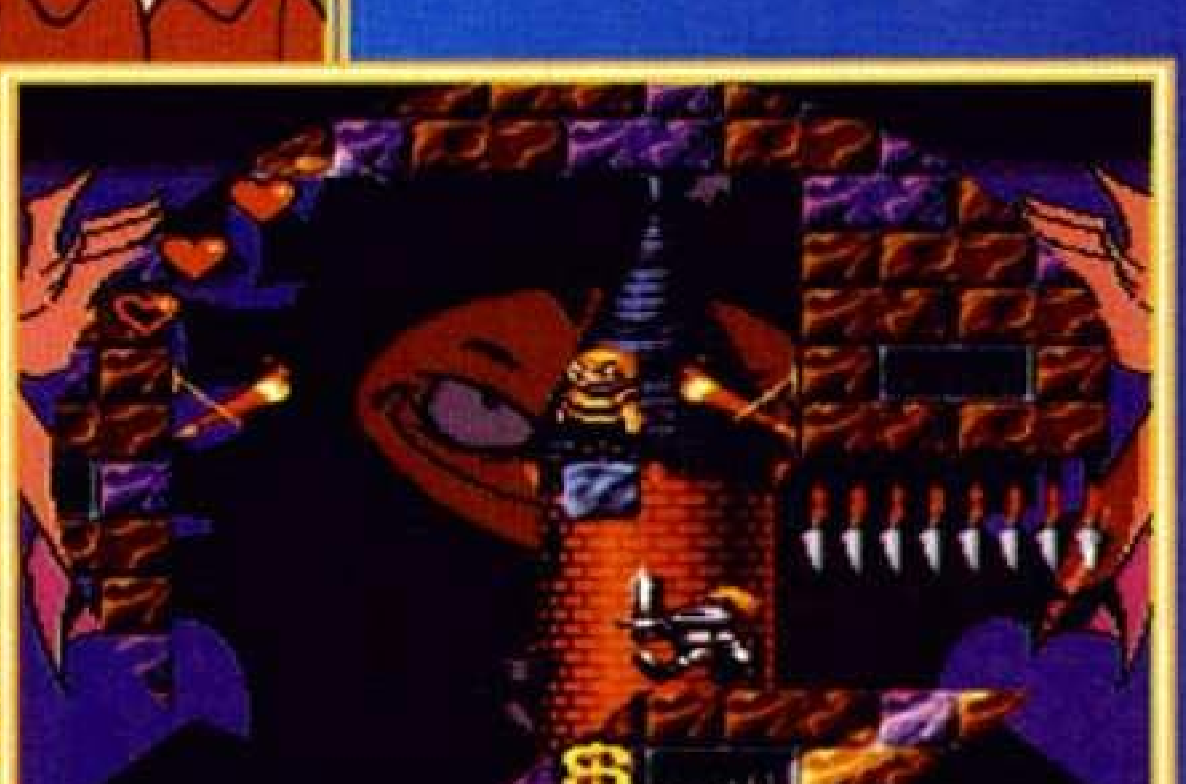


▲ Platforms come in all shapes. Here, Puggsley hitches a lift from a passing cannonball to reach the furthestmost corner of the level.





▲ Puggsley's scavenger hunt



ADDAMS FAMILY- THIS IS YOUR LIFE!

The Addams Family started their ooky, kooky lives as a series of single frame cartoons in a number of New York's daily papers. Created by one Charles Addams in the early thirties, their popularity rapidly expanded until the all-powerful medium of television finally enticed them on to the small screen. As good as the programme was (see for yourself on BBC 2), it was overshadowed by a blatant rip-off called 'The Munsters', which was an identical idea but marginally funnier. After three series, The Addams Family left the airwaves, and Gomez and Morticia's odd family were apparently laid to rest - until 1990, that is. After much behind the scenes wrangling, Paramount managed to acquire the rights to the ooky family, and promptly cast Raul Julia as Gomez and Angelica Houston as Morticia, with Back To The Future's Christopher Lloyd barely recognisable as Uncle Fester. The film was a massive success, and the cast are currently being reassembled for the forthcoming sequel.

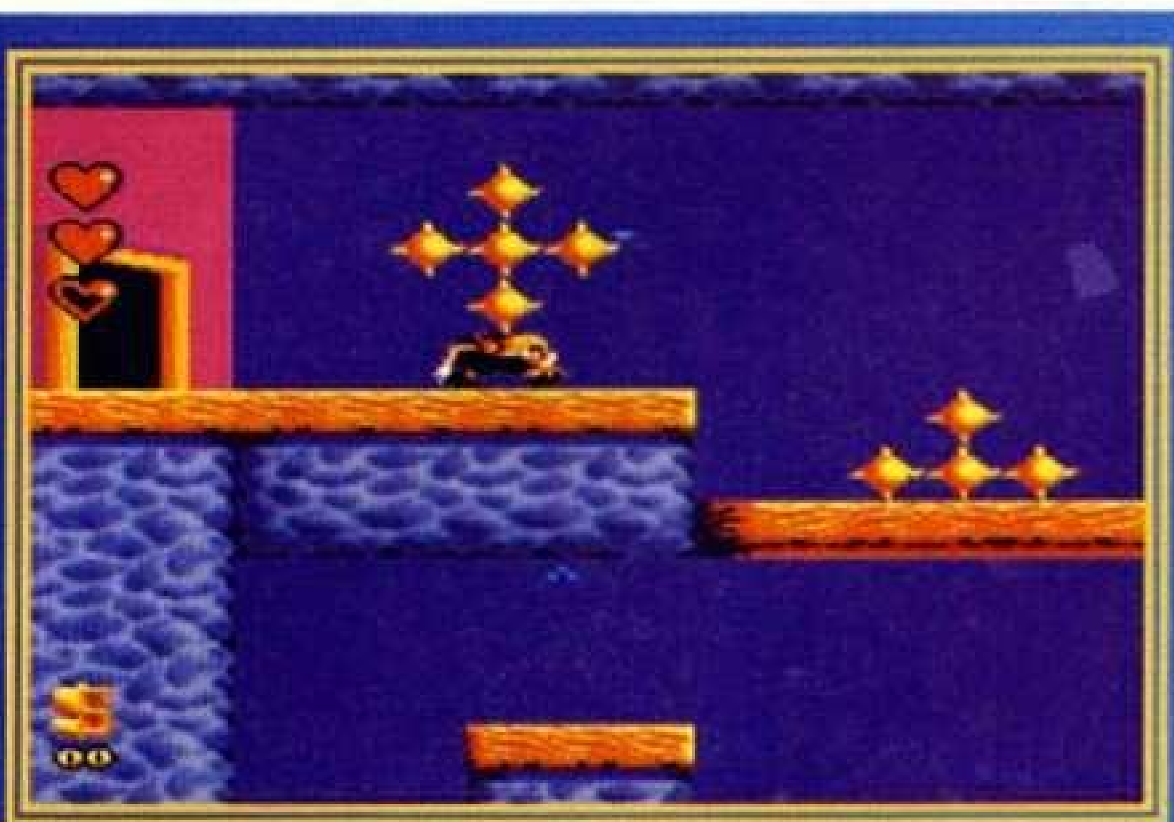
CURSES!

Throughout the long history of The Addams Family, numerous stories relating to an 'Addams Curse' have been bandied about. These started after production of the series halted in the 60s, and saw the sudden and supposedly mysterious death of members of the cast. In addition, other members of the cast said that the curse wrecked their careers as they found they were typecast and couldn't find work elsewhere. After a few years, though, people discounted the stories are coincidental, but during the filming of the movie a series of disasters held up production. First of all, the film fell drastically behind schedule as the actors bickered between themselves, and secondly there were tales of unexplained happenings such as the lights going out for no reason - and, to cap it all, the final straw saw the Director have a nervous breakdown (although this is probably due to the aforementioned problems as opposed to a curse!). With these stories in mind, we are now waiting for tales of Hannah-Barbera's cartoonist going down with ink poisoning, or accidentally impaling themselves on their brushes!

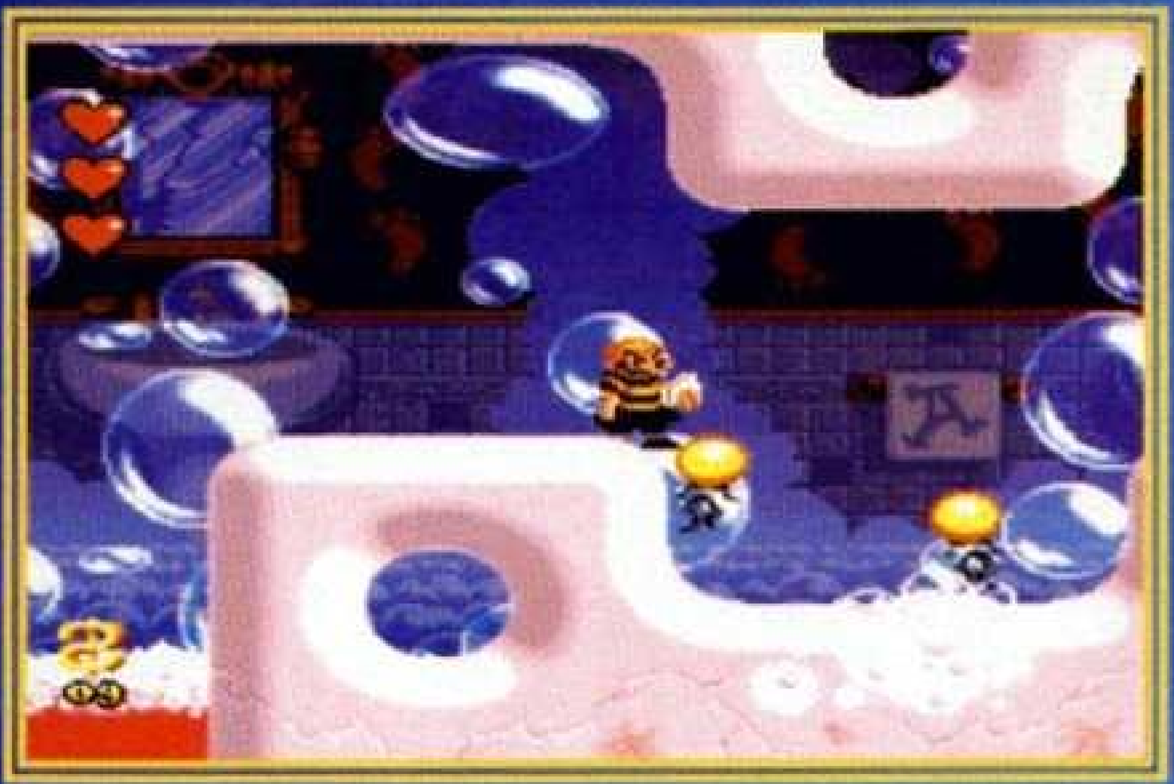
GAME FAX

The Addams Family
START
OPTIONS

- **PRICE: £44.99**
- **BY: OCEAN**
- **PLAYERS :1**
- **MEGS: 4**



▲ Despite his obese frame, our rotund hero can run, crawl, and jump with ease.



▲ As Puggsley scuttles through the slippery bathroom stage, some of the best parallax scrolling we have seen shows loads of bubbles rising behind him. They also serve to disguise a number of rather nasty creatures who also frequent the soapy paradise - keep an eye out for the rubber ducks.

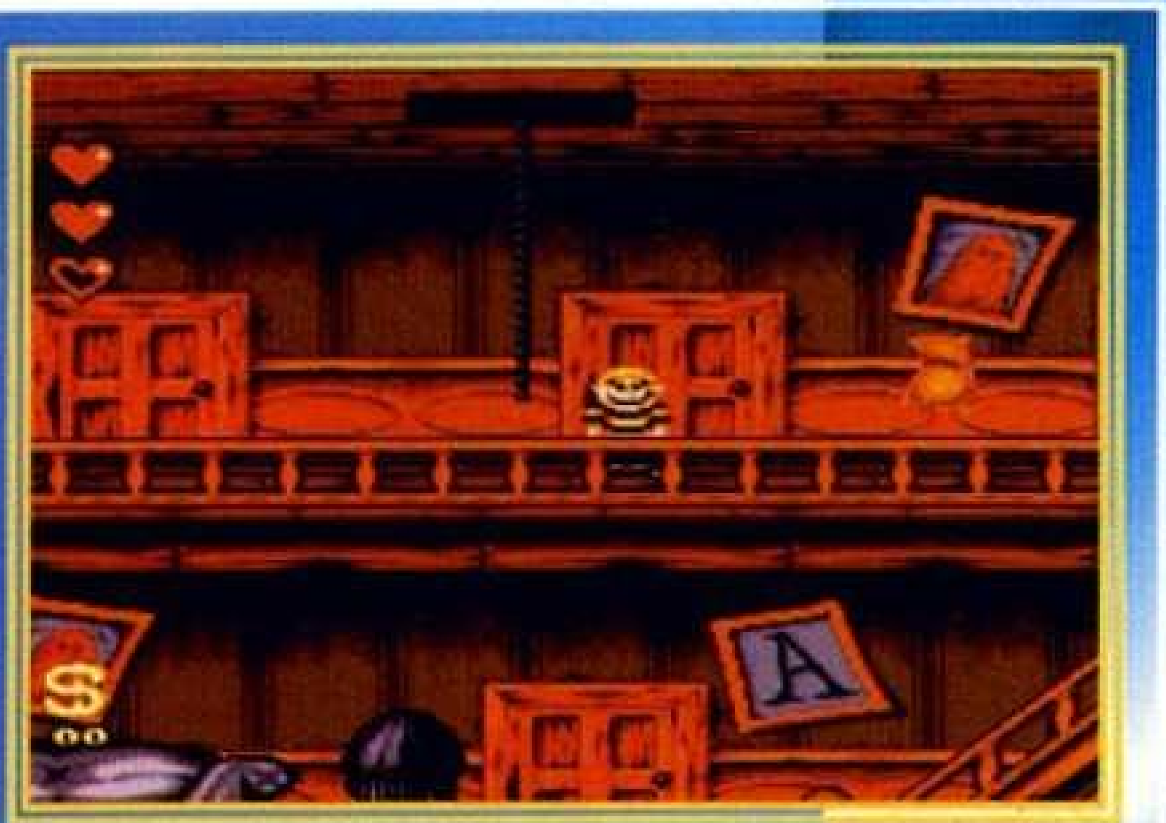
SOLVE THE PUZZLES

The objects on Puggsley's list are dotted throughout the sprawling play area, but some require special actions on Puggsley's part - for instance, if you needed a clean pair of trousers, but only had a grubby pair, what's the logical thing to do? Puzzles such as these are sprinkled liberally and add a little depth to the platform proceedings.

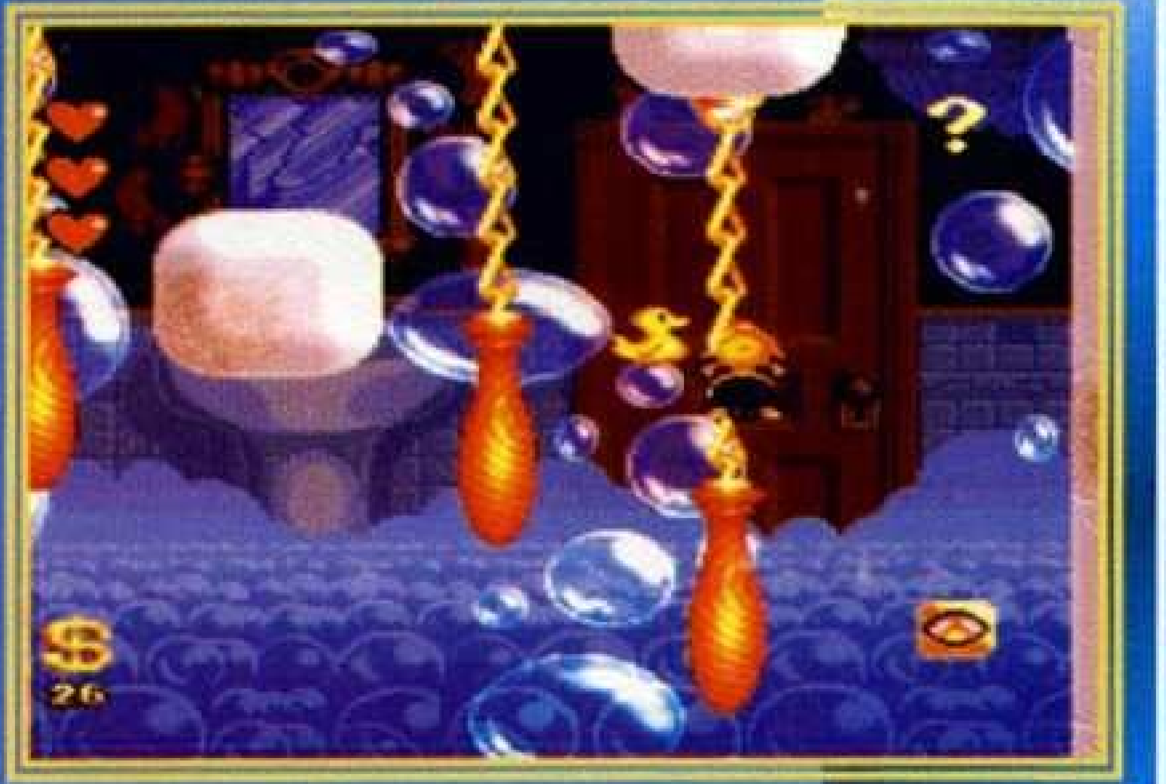
WHERE, WHEN AND HOW MUCH

Puggsley's Scavenger Hunt is pencilled in for a January release with a price tag of £44.99. A full review will appear shortly, but in the meantime keep an eye out for the cartoon series which is hitting our screens very soon.

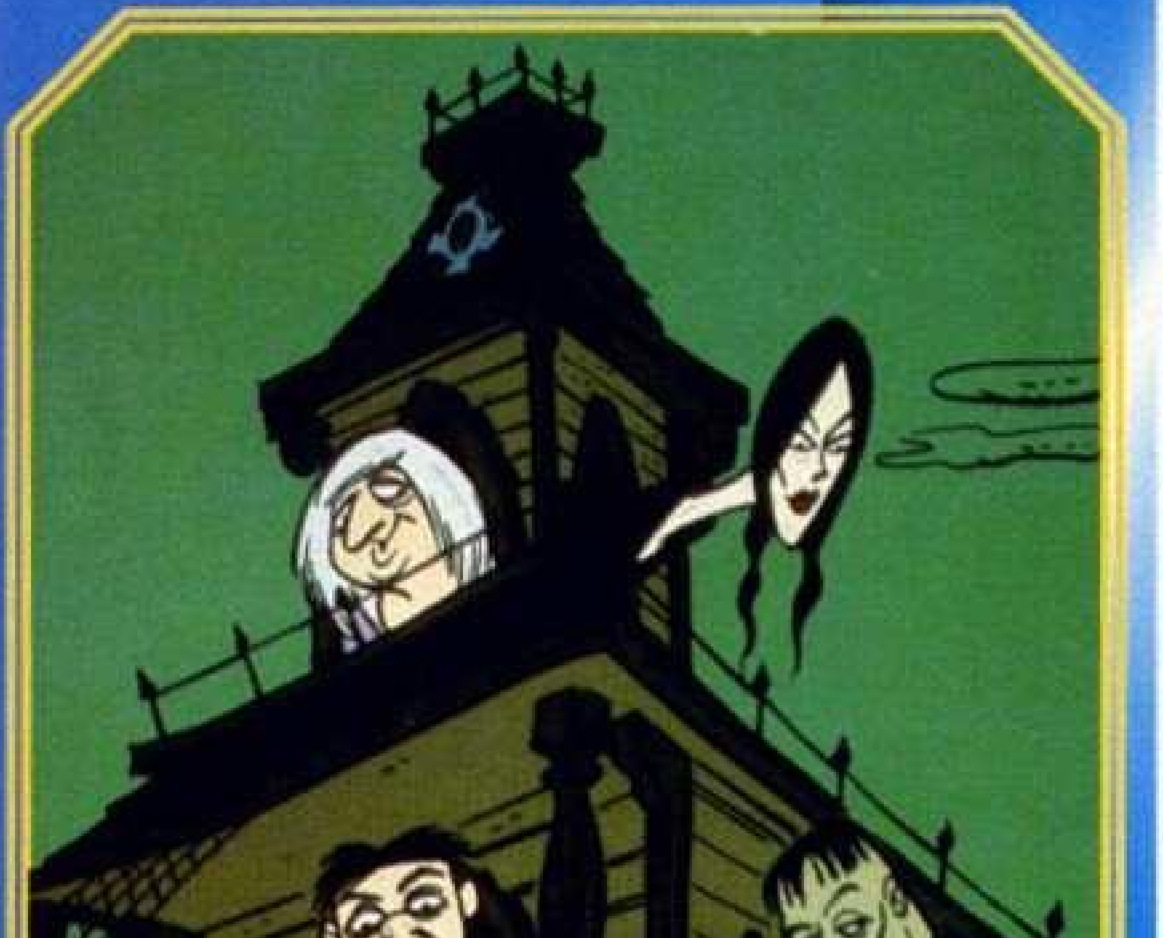
Ta very much to Maria at Copyright Promotions for the use of the cartoon stills. The Addams Family is (C) 1992 HANNA-BARBERA PRODUCTIONS, INC.

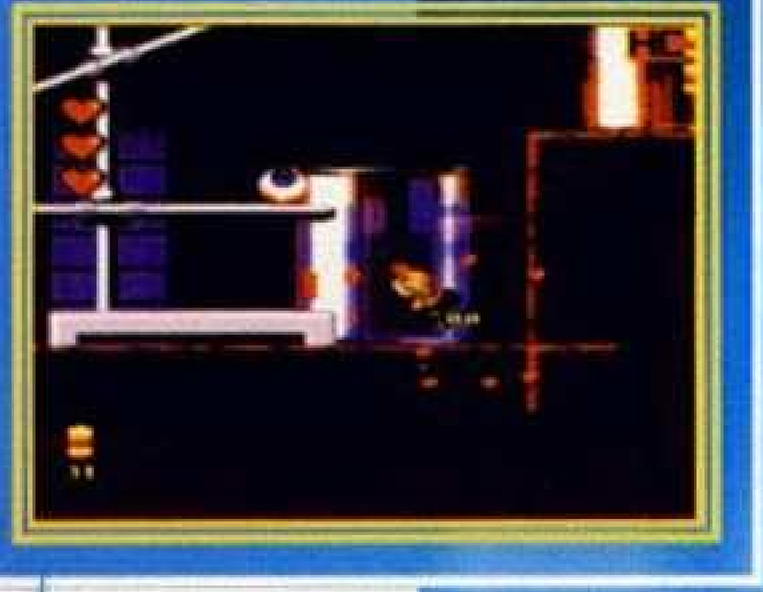


▲ As in the first game, each door hides a different stage.



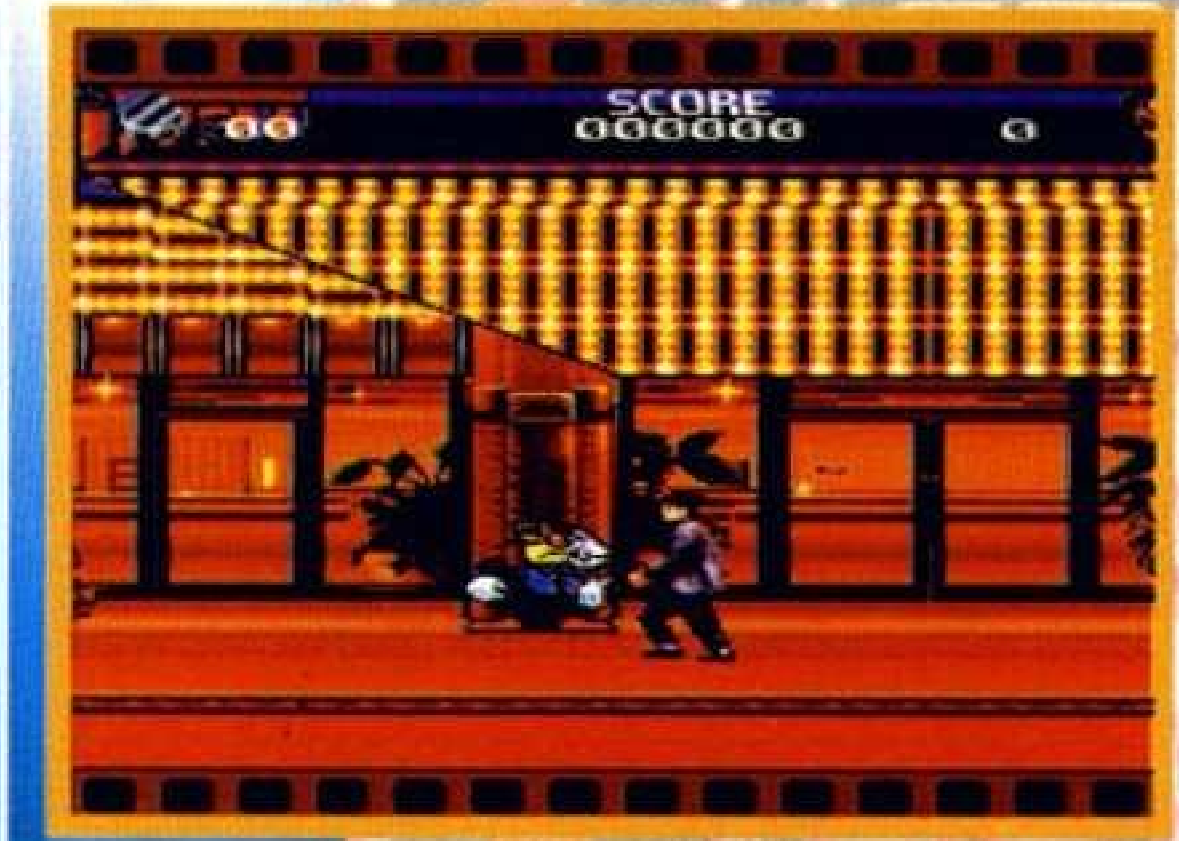
▲ Puggsley joins the scavenger hunt chain gang...

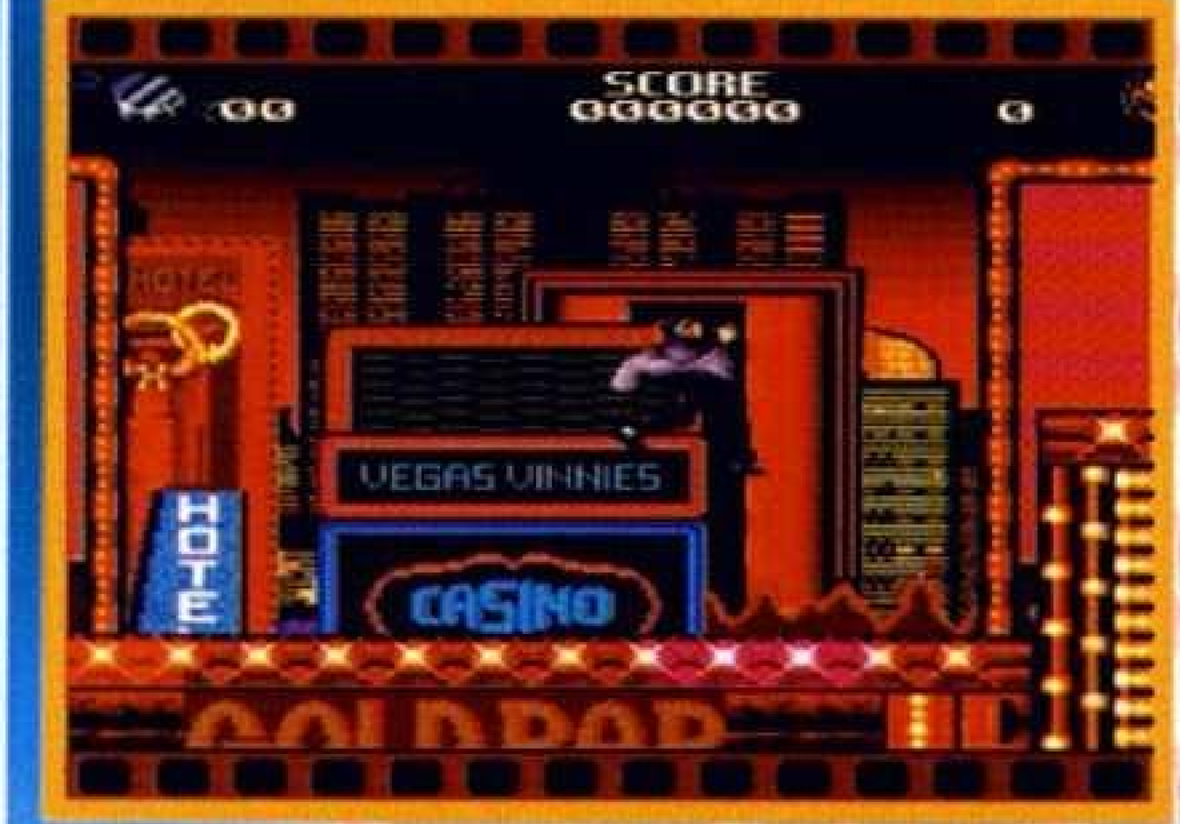


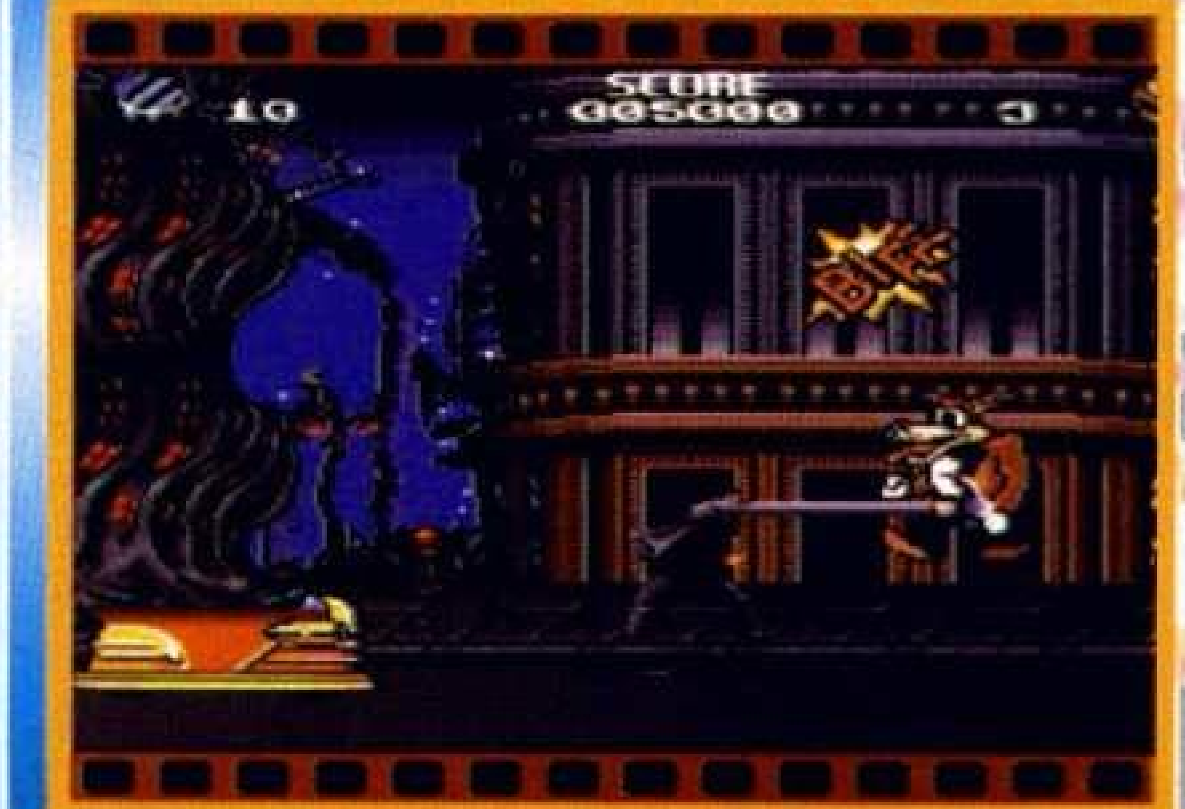


COOL WORLD

With a star-studded cast which includes Kim Basinger and Brad Pitt, Cool World looks set to be a major box office attraction this Christmas. What's this got to do with this magazine? Well, Ocean are producing a licensed tie-in for the Super NES, NES, and Gameboy. Using techniques first used in Who Framed Roger Rabbit, the film mixes live action with cartoon animation and follows the adventures of cartoonist Jack Deebs who is drawn into the (Cool) world he has created by an alluring dancer called Holly Would. Ocean's licence similarly casts the player as Jack, who has been left to pick his way through the three areas which make up the game. Starting in the grey cityscape of Las Vegas, the horizontally-scrolling play area contains a series of puzzles which, when solved, gives access to Cool World and its many strange inhabitants and, eventually, to the gaudy and wholly-cartoon world of Sweet Place.



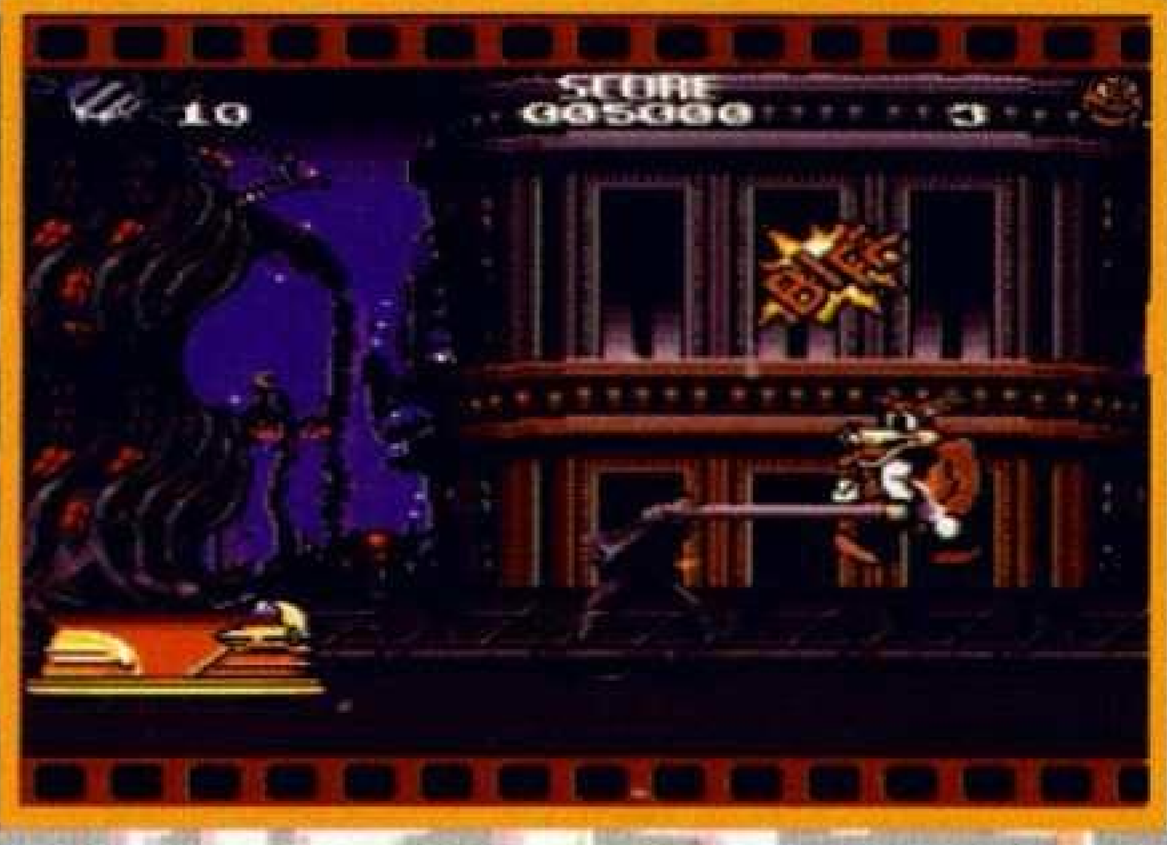


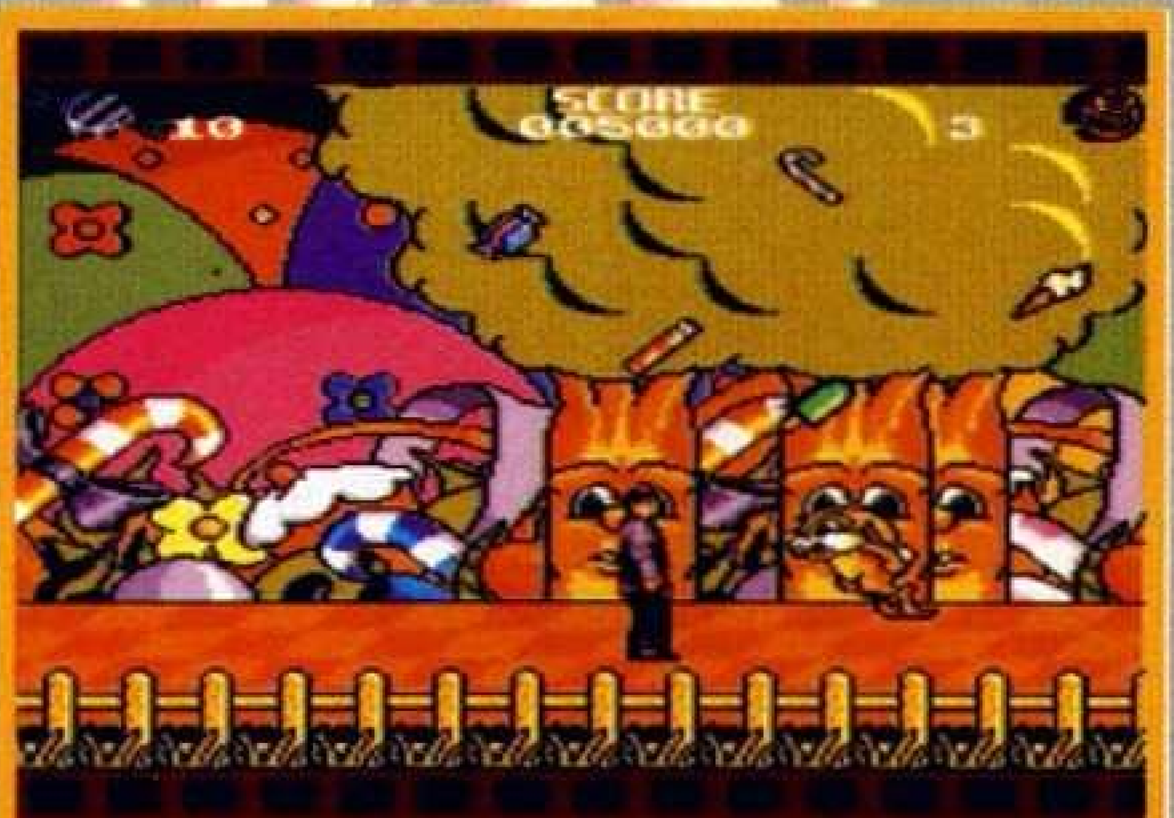


INTO THE INTRO

Cool World opens with a stunning intro of Deebs dropping into the colourful animated world, which whizzes towards his falling figure using some of the most impressive sprite enlargement the Super NES has seen before the game switches to the customary side-on viewpoint. Also patrolling the many streets and buildings of the game are a number of odd-ball characters who may offer advice of even hinder your search for Holly. In-game action revolves around leaping between the many platforms which punctuate the many screens, and Jack defends himself using his Bionic Commando-style extending arm, which acts as a piston-like weapon to wipe out any oncoming assailants. Money also plays a key part in the proceedings, with Deebs buying and selling assorted objects to aid his search for Holly - whilst also avoiding a mugging at the hands of Cool World's more violent citizens.

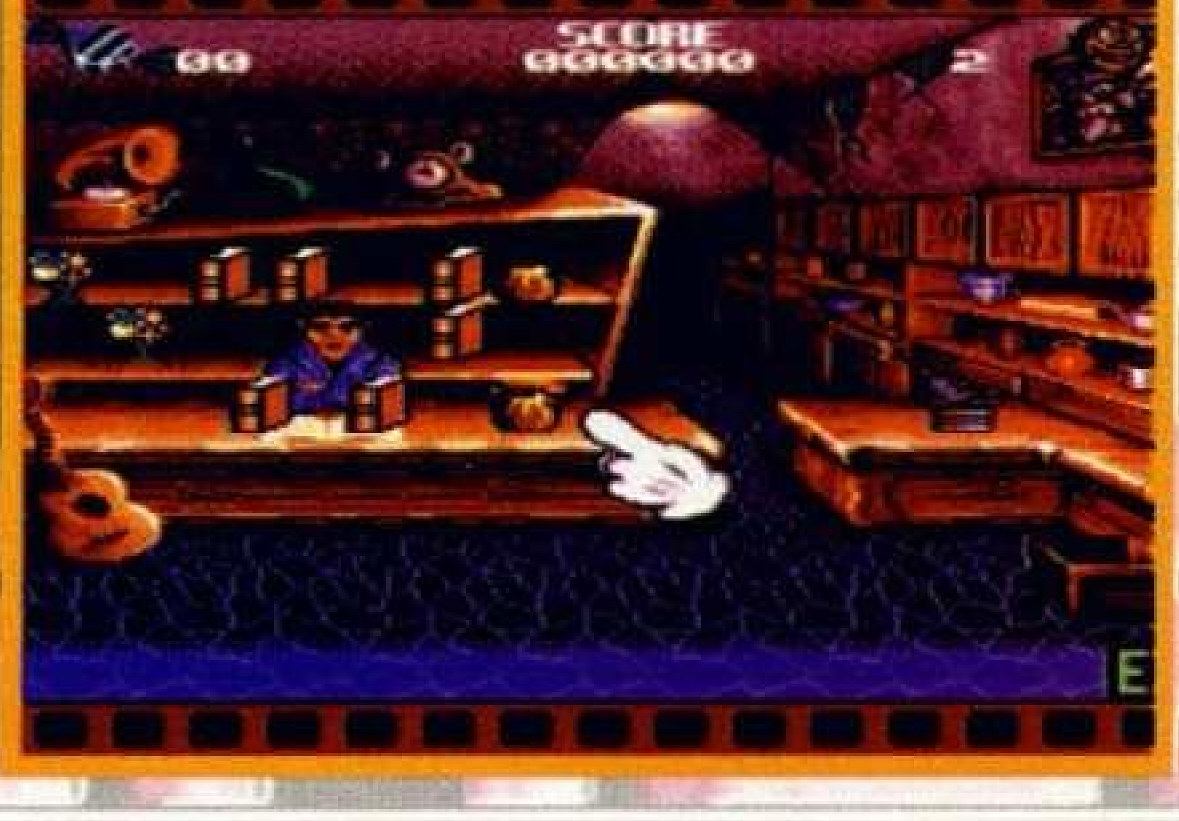
From what we have seen, Cool World looks to be quite interesting. The Super NES version is the most advanced in terms of development, and a full review should (hopefully) follow next issue with the NES and Gameboy versions to follow.





▲ Ah! Sweet Place is a cutesy-wutesy, ickle-wickle land where everything seems jolly, colourful and lovely. However, even here danger awaits our intrepid hero...

▲ Having got lost in the bright lights of Las Vegas, Deebs eventually finds himself in the partially-animated land of Cool World.



GAME FAX

Cool World
START

- PRICE: £44.99
- BY: OCEAN
- PLAYERS :1
- MEGS: 4

SUPER SWIV

A.S 5
SNES

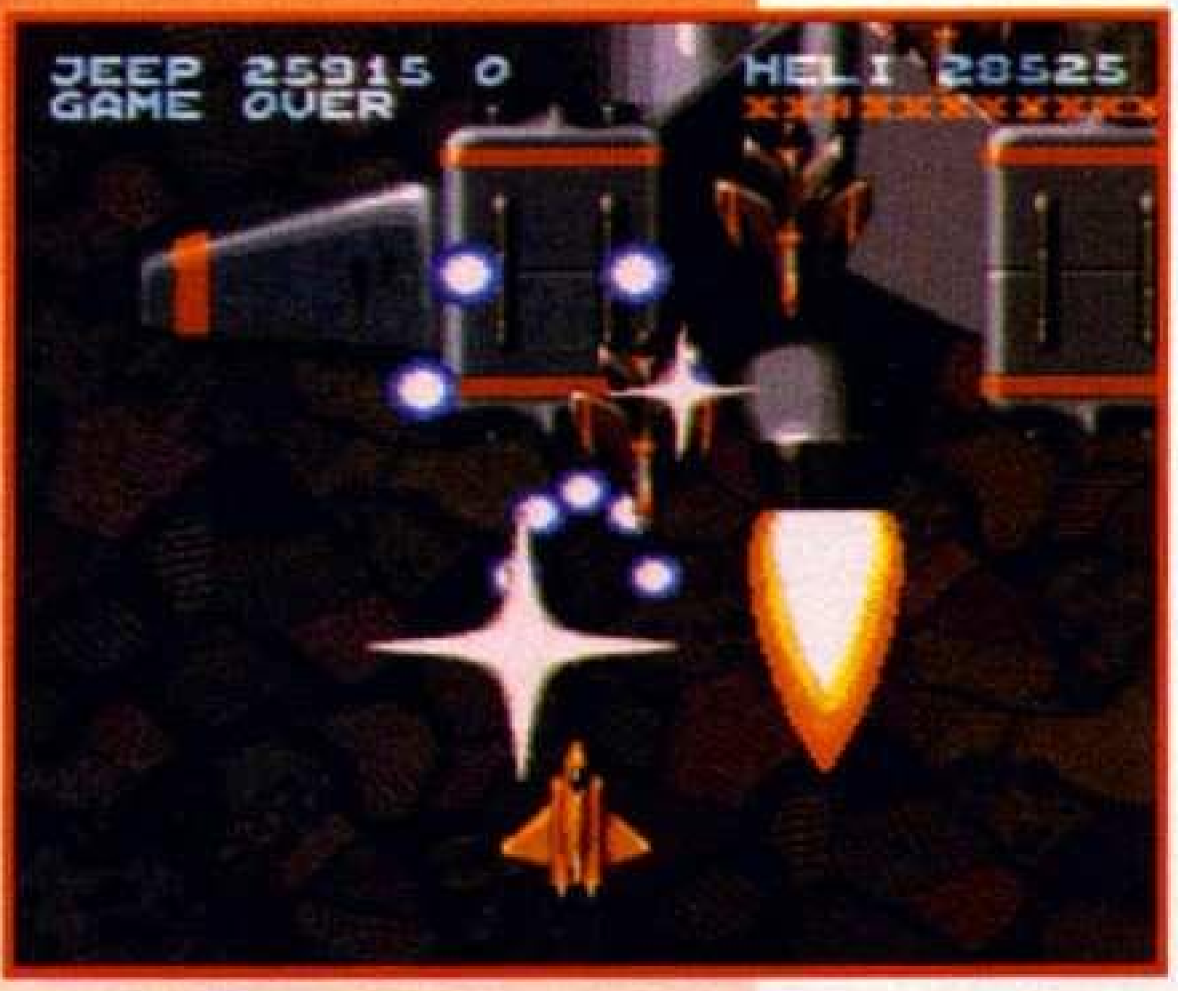
SPECIAL-WEAPONS-INTERDICTION-VEHICLES

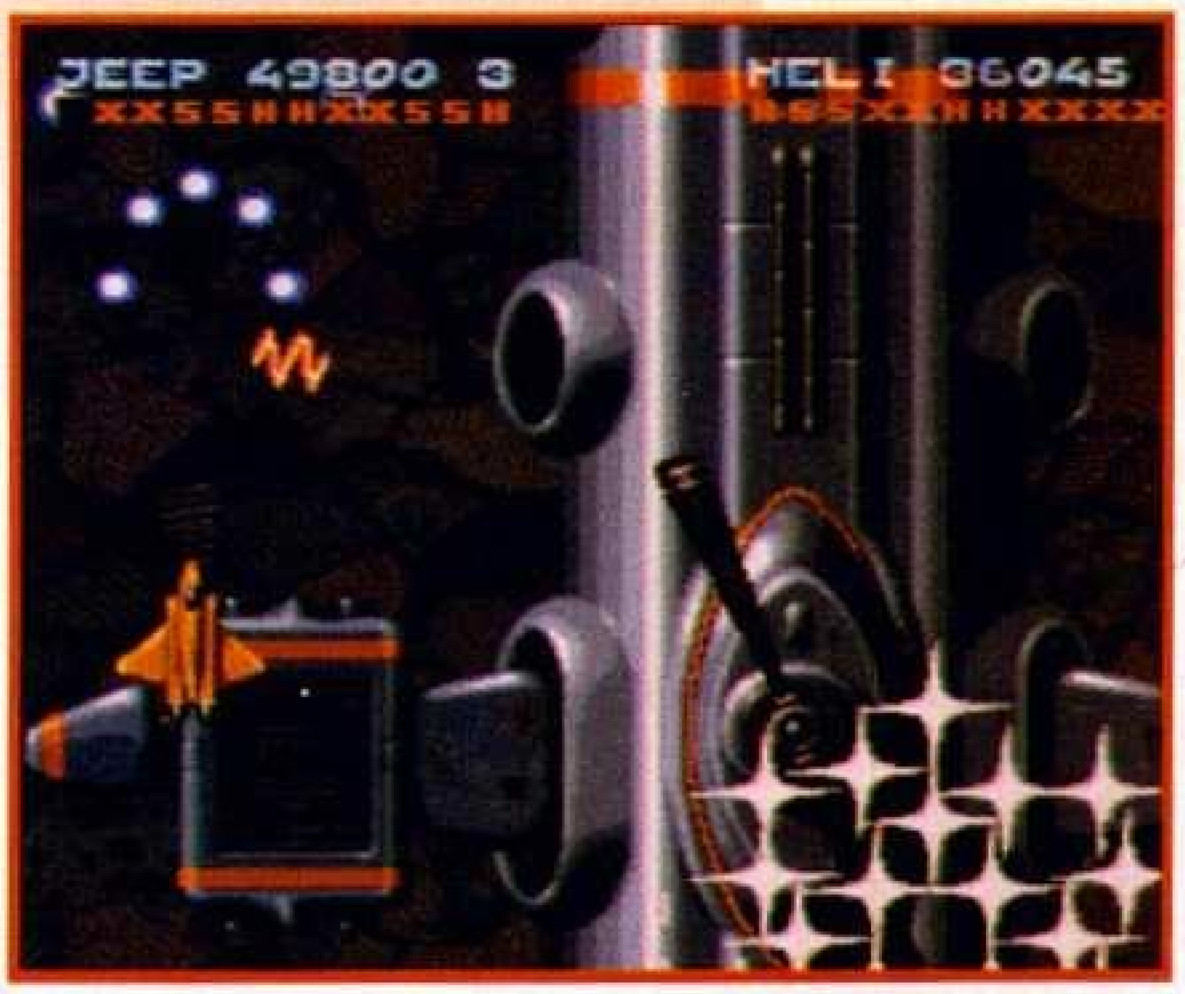
Some time in the past an exciting new shoot-em-up was offered to the hungry masses of the 16 bit computer world. S.W.I.V. was its name and the game was welcomed with much gratification to wide critical acclaim throughout the world. Perhaps the main factor of its high repute was that it enabled two players to battle together against the swarming armies of terror whilst traversing vertically scrolling wastelands. Players controlled S.W.I.V., or Special Weapons Interdiction Vehicles, taking the form of a futuristic mode of jeep and/or a similarly elevated style of helicopter.

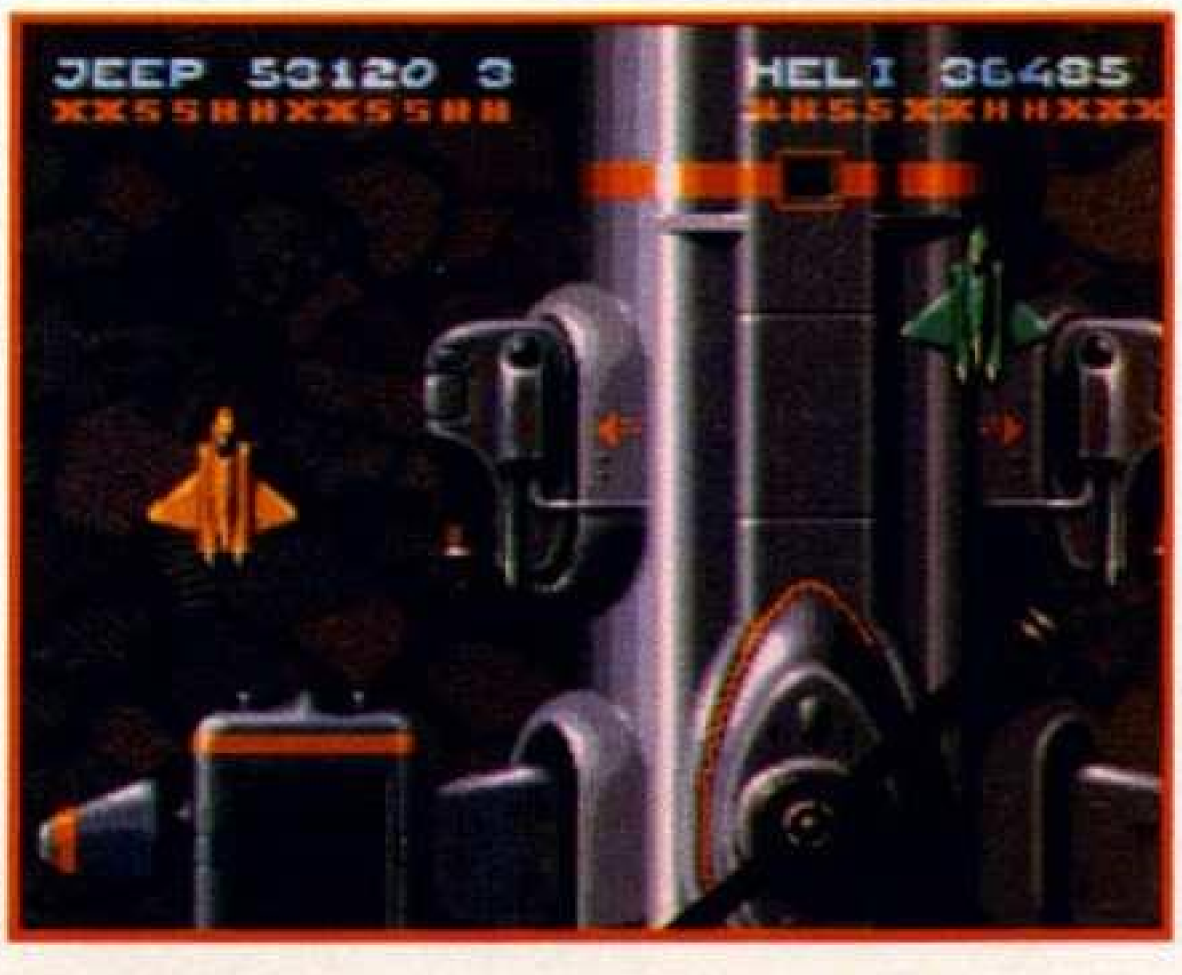
Storm were the software house responsible for the phenomena. What's more they are hoping to repeat the success when they release Super S.W.I.V. on the SNES in November. According the company's representatives there have been a few changes made during the game's conversion across the boards. The main difference being that the newer version takes the form of the conventional level, boss, next stage format. The original was one continous blast with no intermissions at all. This alteration has minimised problems of slowdown, reducing them to the point of insignificance. Another opportunity for change has been that the graphical and sonic capabilities of the SNES are far in excess of it's computer rivals, so Super S.W.I.V. will look and sound much better than before.

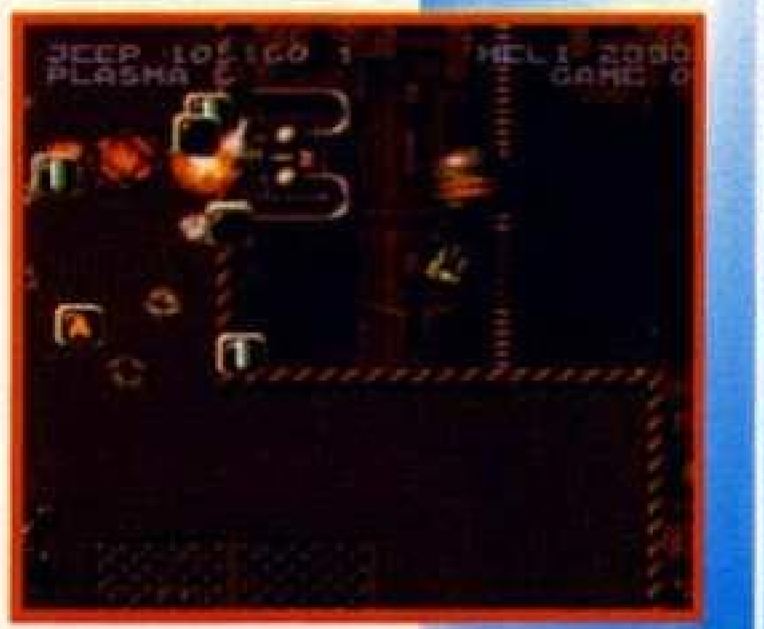
The only thing that remains to be tested is just how Storm's ray of hope doth shine when compared to the recent efforts of the Japenese giants such as Toho and Konami. The game should appeal to many people who have been trying to hunt down a simultaneous two player blitzkrieg, of that there is no question. The copy we had in was also quite tough which is always welcome as far as lastability is concerned. However it's innovative qualities are few and this sells the game short if further enhancements aren't included in the finished product.

Storm are confident that their first venture is worthy of recognition, but then they're not the ones to decide that sort of thing. It all comes down to you, with a little help from us of course. In the meantime have a goose at these screen shots to satisfy your curiosity.









GAME FAX

- PRICE: £45.00
- BY: STORM
- PLAYERS :2
- MEGS: 4

GAME
ST

ROBOCOP

BY OCEAN
PRICE: £39.99
FILM RELEASE:1987

Old Detroit is brought to the Nintendo is all its murky glory in one of Ocean's first console games - luckily, they got better after this! Converted from the Spectrum version, Robocop is a tired and stale scrolling shoot 'em up which is bolstered by the addition of a series of puzzle sections. Unfortunately, any chance the game had at playability is lost to the slow and clumsy controls, which render Robo about as responsive as a biscuit tin.

PRESENTATION 66%
GRAPHICS 65%
SOUND 63%
PLAYABILITY 63%
LASTABILITY 51%
OVERALL 60%

ROBOCOP II

BY OCEAN
PRICE: £39.99
FILM RELEASE:1990

As in the first Robocop licence, sluggish controls let this sequel down badly. In addition, the gameplay is almost identical to that of the first game which makes this a bit of a dubious buy to say the least. It's marginally better than the first game, but its only really recommended to die-hard Robo fans.

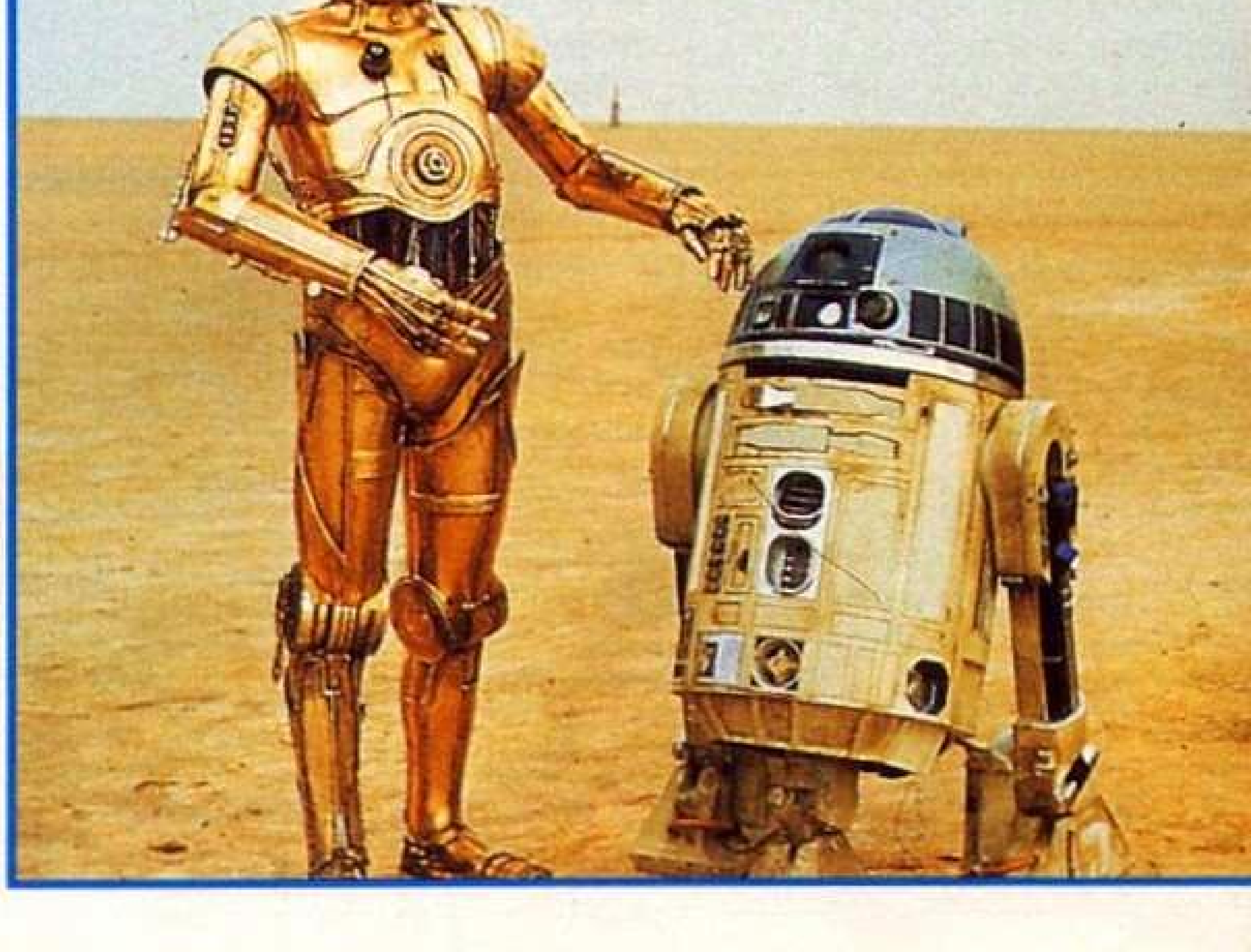
PRESENTATION 70%
GRAPHICS 71%
SOUND 65%
PLAYABILITY 68%
LASTABILITY 64%
OVERALL 72%

STAR WARS

BY JVC/LUCASFILM
PRICE: £49.99
FILM RELEASE: 1977

Superb translation of film to game which really shows how it should be done. With the minimum of artistic licence taken with the plot, this game takes you through all Luke Skywalker's adventures from the desert world of Tatooine to th climactic Death Star trench run. It's incredibly addictive, incredibly challenging, but also incredibly expensive. Still, if you can save up it's one of the best Nintendo games around.

PRESENTATION 93%
GRAPHICS 92%
SOUND 90%
PLAYABILITY 97%
LASTABILITY 93%
OVERALL 95%



FILMS

Wahey! Welcome to Game Styles, where we check out particular types of games. This month Jaz Rignall and Steve Merrett have been playing games based on films with but one single purpose - to sort out the blockbusters from the turkeys!

LES

TERMINATOR II

BY ACCLAIM
PRICE: £24.99
FILM RELEASE:1991

Although this is fairly short at a mere five stages, Terminator II is a jolly little blast which should keep you hovering above your Gameboy until you complete it. There's a little bit of everything in the game, ranging from a bike chase to an Op Wolf section, and these add variety to the proceedings. Well worth a look.

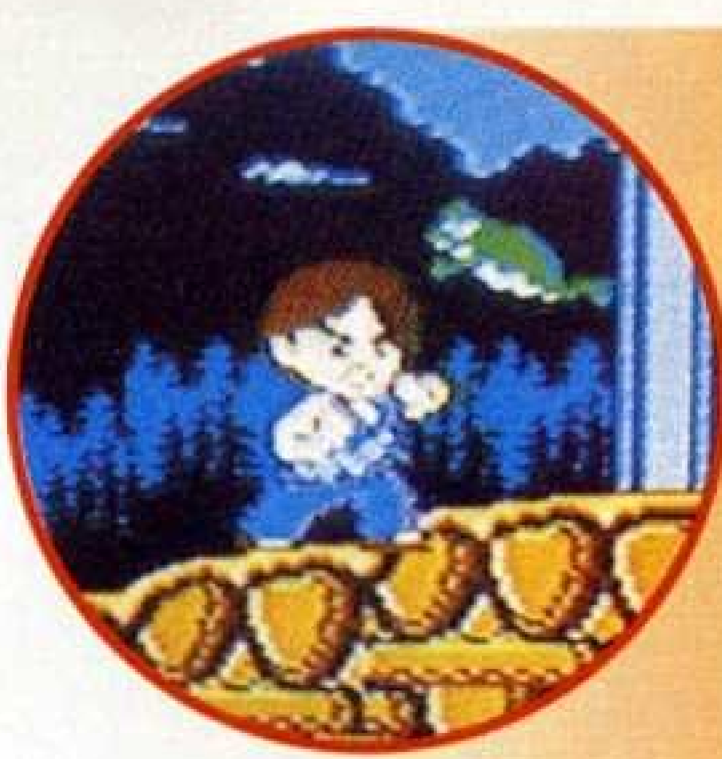
PRESENTATION 88%
GRAPHICS 90%
SOUND 80%
PLAYABILITY 84%
LASTABILITY 70%
OVERALL 90%

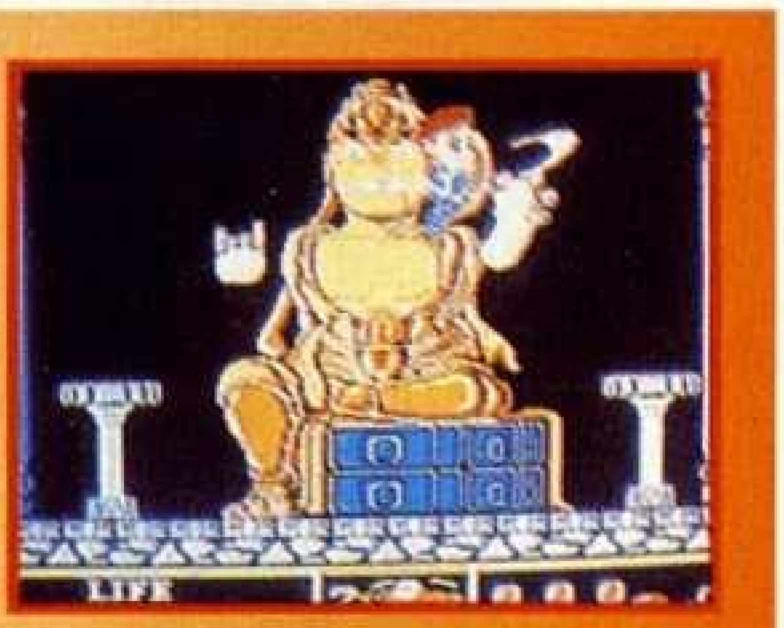
GREMLINS II

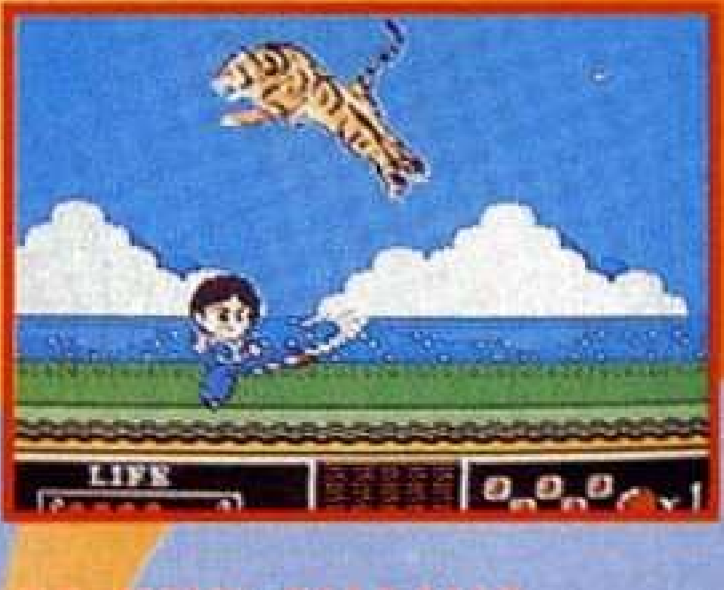
BY KONAMI
PRICE: £44.99
FILM RELEASE:1990

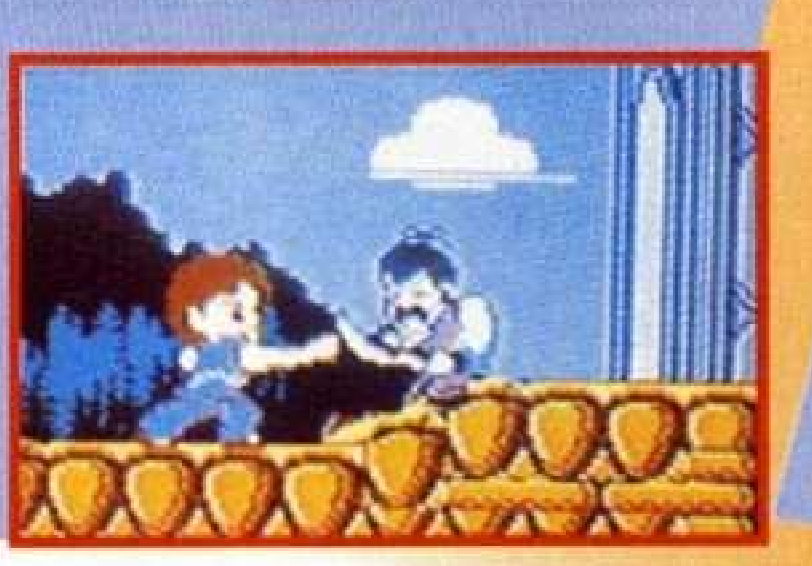
Although not exactly true to the excellent film, Gremlins II opts for a shoot 'em up feel which is actually rather good. The multi-directional scrolling is top-notch and the graphics and sprites are brilliant. With loads of levels awaiting your attentions, this is one of the better Nintendo licences we have seen and should keep you going for ages.

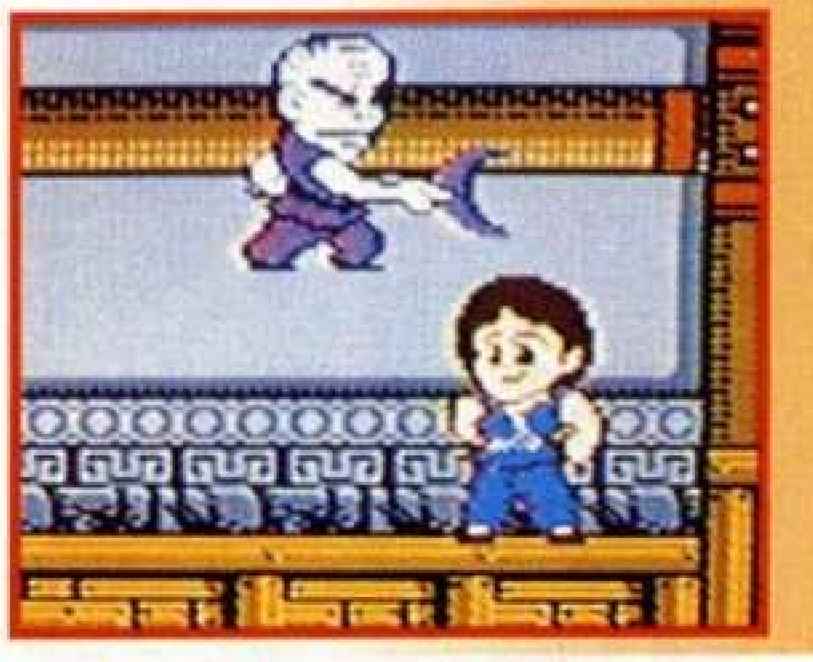
PRESENTATION 77%
GRAPHICS 81%
SOUND 81%
PLAYABILITY 90%
LASTABILITY 86%
OVERALL 87%











JACKIE CHAN'S ACTION KUNG-FU

BY SUNSOFT
PRICE: £44.99
FILM RELEASE:N/A

Jackie Chan is the East's modern day Bruce Lee, and this game captures all the best aspects of his action-packed films. A scrolling beat 'em up, there's loads to kick and punch and Jackie proves to be one of the most controllable sprites ever. This is an absolutely stunning game, and deserves to be added to your collection today!

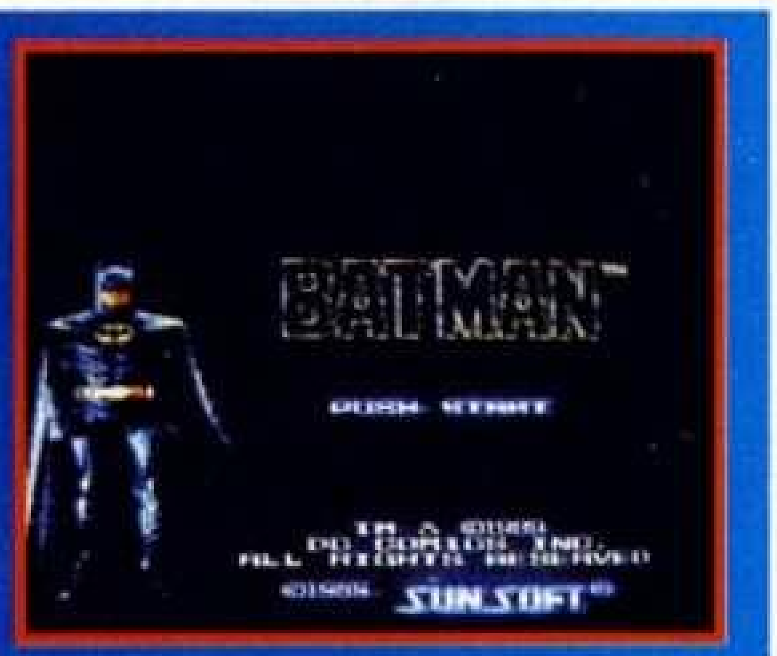
PRESENTATION 88%
GRAPHICS 87%
SOUND 84%
PLAYABILITY 95%
LASTABILITY 89%
OVERALL 93%

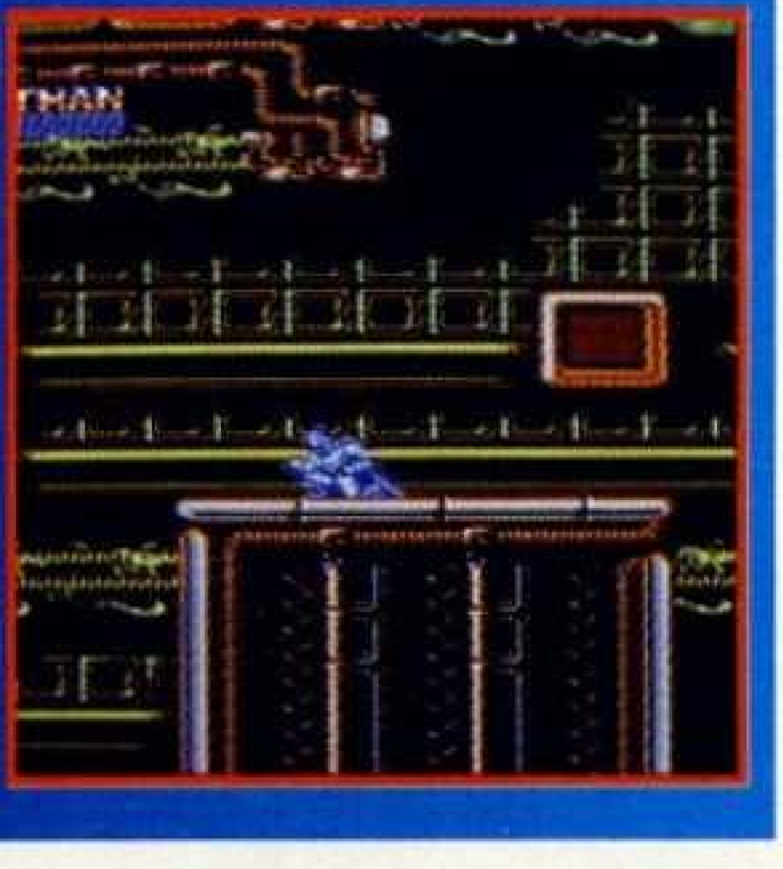
BATMAN

BY SUNSOFT
PRICE: £44.99
FILM RELEASE: 1989

A great 20-level platform game whose sombre graphics and moody soundtracks beautifully capture the atmosphere of the film. There's action a-plenty (of the jumping, shooting and fighting sort) and the game isn't one you'll complete overnight. Batman II: Return of the Joker was released recently, and although it's good, we reckon this is still the best!

PRESENTATION 88%
GRAPHICS 89%
SOUND 81%
PLAYABILITY 94%
LASTABILITY 88%
OVERALL 92%





GAME FILMS STYLES

DAYS OF THUNDER

BY MINDSCAPE
PRICE: £39.99
FILM RELEASE:1990

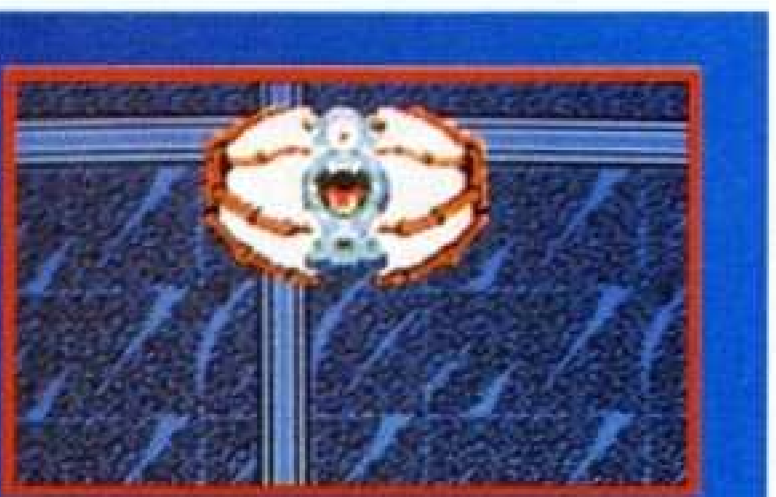
Absolutely dreadful racing game which has no redeeming features whatsoever. The limited tracks feature no right turns, and this limits the already extremely repetitive gameplay. Slow, drab and a complete waste of time, it's as much fun as a hot day spent in a traffic jam.

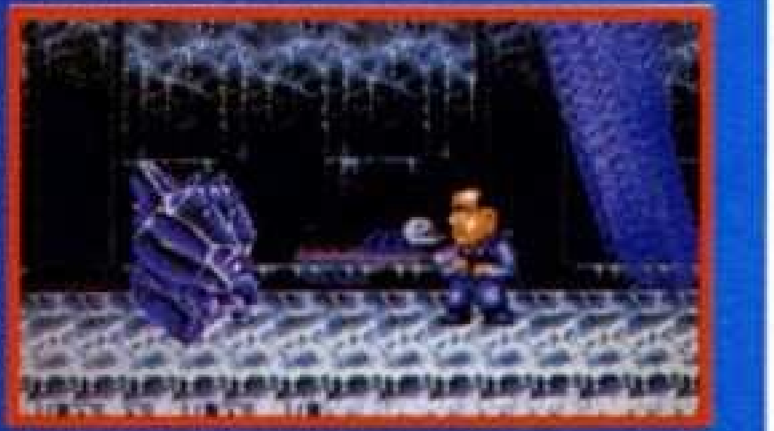
PRESENTATION 45%
GRAPHICS 38%
SOUND 46%
PLAYABILITY 39%
LASTABILITY 31%
OVERALL 39%

GHOSTBUSTERS II

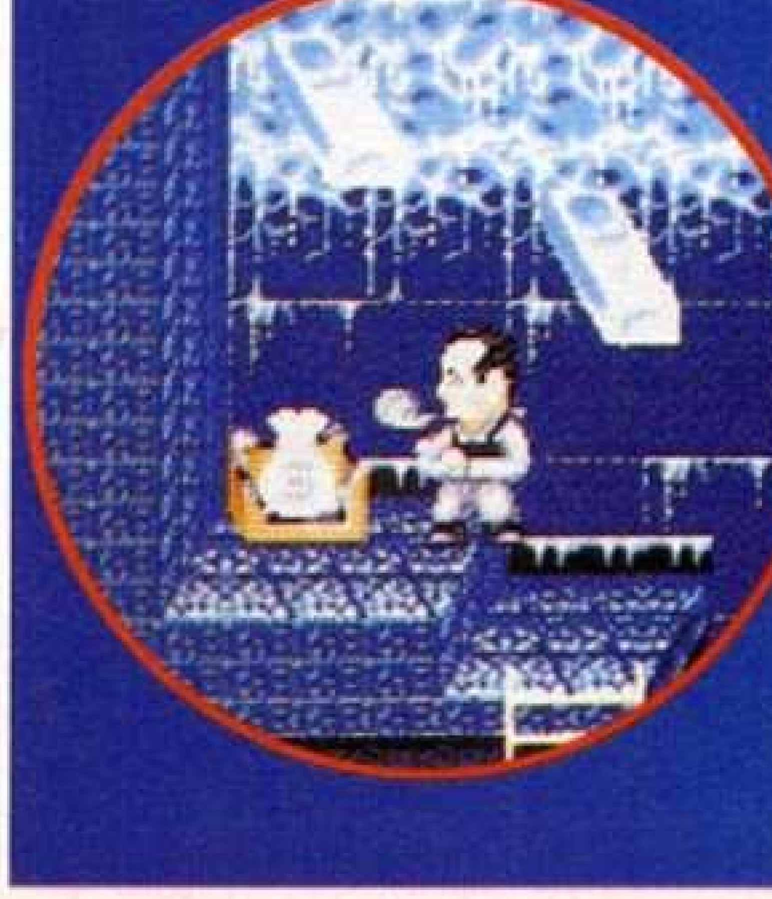
BY ACTIVISION
PRICE: £39.99
FILM RELEASE:1984

Opening with what is surely the worst rendition of the Ghostbusters theme tune ever, this offers a poor selection of sub-games loosely linked together to tie in the with the film's plot. Sadly, the dismal graphics and the actual sub-games themselves fail to gel, and the result is a tired and dull game with very little lasting appeal.





PRESENTATION 60%
GRAPHICS 53%
SOUND 41%
PLAYABILITY 55%
LASTABILITY 42%
OVERALL 57%



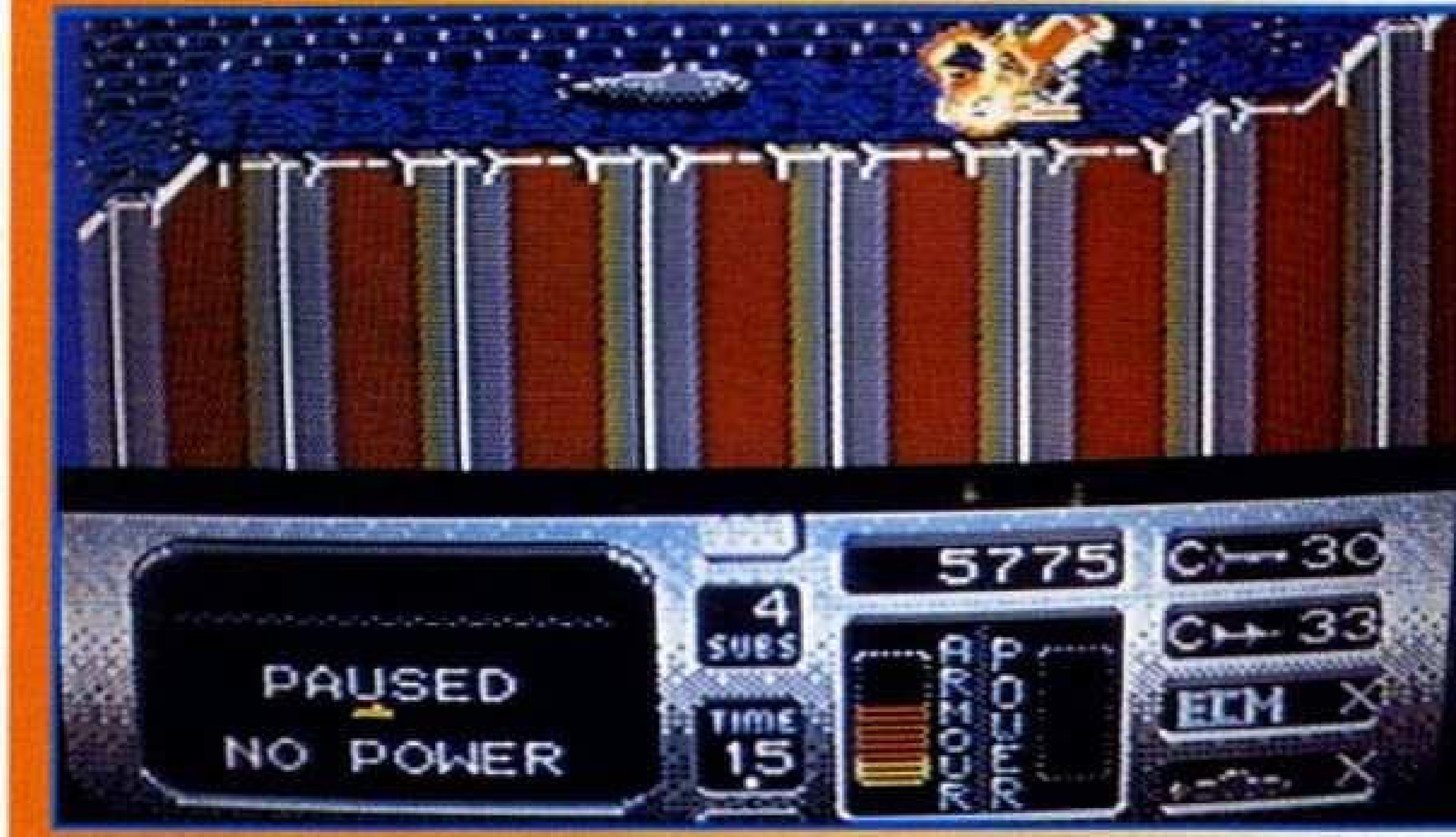
GHOSTBUSTERS II

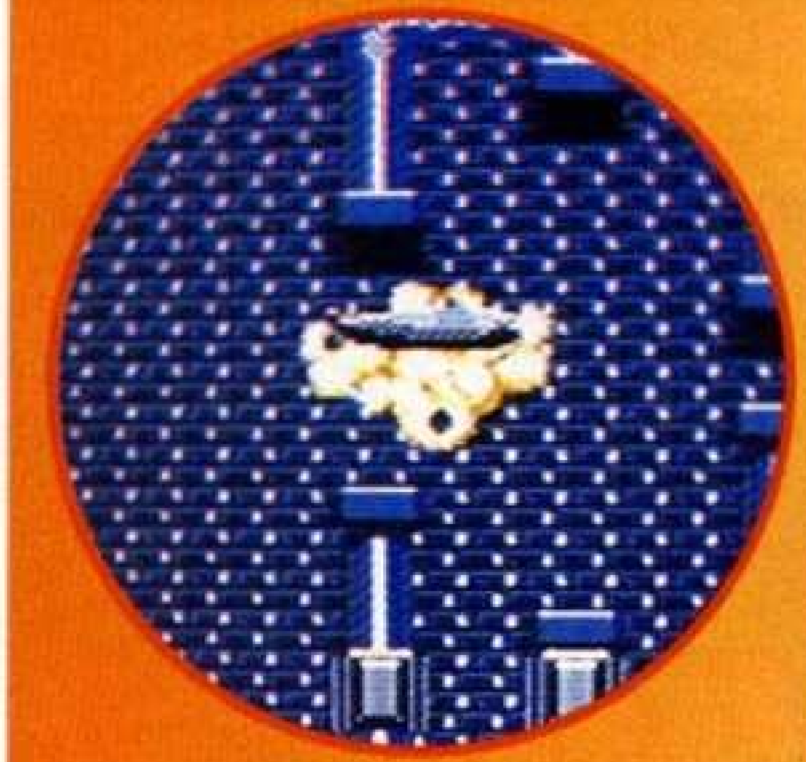
THE HUNT FOR RED OCTOBER

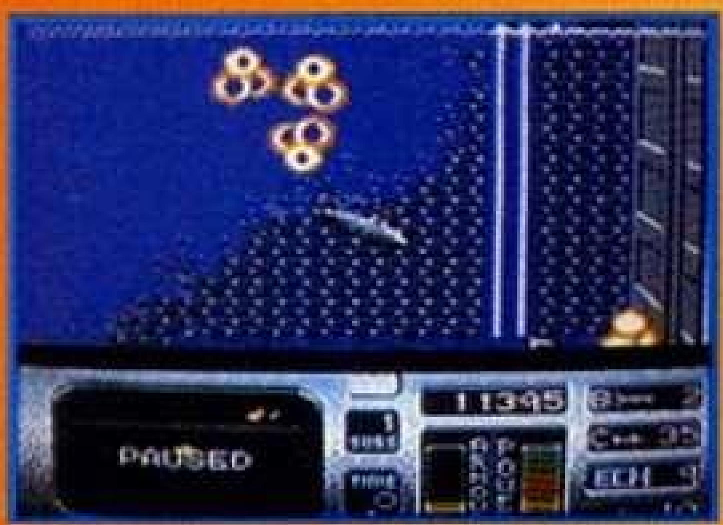
BY NINTENDO
PRICE: £39.99
FILM RELEASE:1990

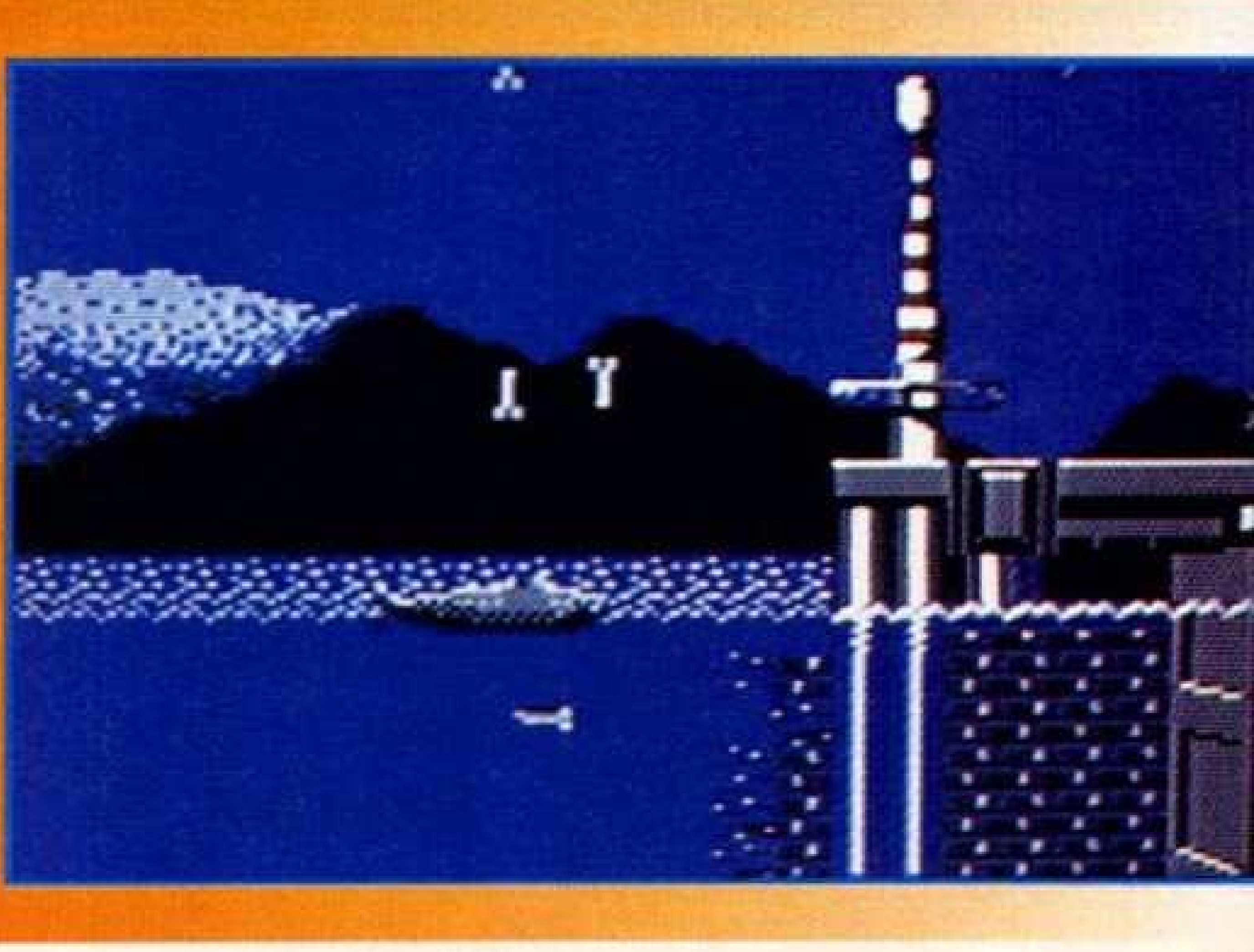
The Sean Connery film is a masterpiece of suspense, which keeps the viewer guessing whether Connery's Russian Sub Commander is defecting or about to attack the USA. Thus, whilst there's very little action, there's plenty of potential for a decent Silent Service-style simulation. Wrong. Instead, in this Nintendo licence, Sean goes crazy-ape bonkers and tears into the best subs and boats that Uncle Sam throws at him. As shoot 'em ups go, this is tame stuff and is nothing more than average.

PRESENTATION 57%
GRAPHICS 62%
SOUND 60%
PLAYABILITY 66%
LASTABILITY 49%
OVERALL 64%









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NINTENDO MAGAZINE SYSTEM
GAME INDEX

This is the NINTENDO MAGAZINE SYSTEM Game Index. Each month, you'll find a comprehensive guide to just about every game available for each Nintendo system, be it Game Boy, Super NES or NES. Each month we'll be updating the Game Index, adding in every game released. If ever you want the impartial lowdown to any Nintendo game, you know where to come!

8-BIT NES

ADDAMS FAMILY
Quite a jolly little platform game, but the problem is that it offers very little in the way of new or exciting ideas. There are plenty of games of this ilk, so shop around before making a purchasing decision.
OVERALL 71%

ADVENTURE ISLAND II
The NES answer to Wonderboy, Adventure Island II is a jolly, but ultimately unrewarding scrolling arcade platform game in which you guide the hero across a variety of hazard-packed landscapes.
OVERALL 71%

ADVENTURES OF LOLO
Intriguing puzzle game which certainly packs a challenge but doesn't feature much in the way of action and variety. Definitely one for those who like the pace of their games sedate.
OVERALL:OVERALL 74%

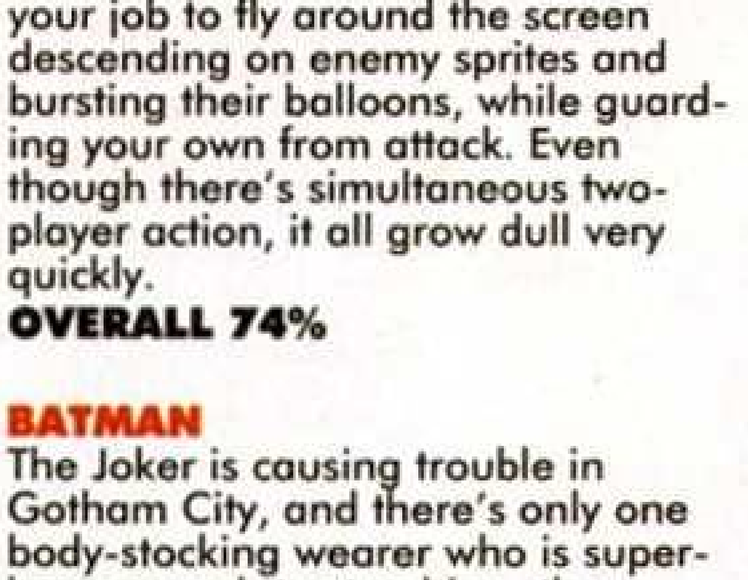
AIRWOLF
Take control of Stringfellow Hawke's as-seen-on-TV attack helicopter, and zip around the skies, trashing airborne enemies. There's not a great deal to this game, but the graphics and sound are okay and the gameplay, though not particularly original, should prove enjoyable for fans of the TV show.
OVERALL 75%

BAD DUDES
Hopeless conversion of the beat 'em up coin-op better known in this country as Dragon Ninja. Dreadfully flickery graphics and a low challenge level hammer the nails into this one's coffin.
OVERALL 39%

BALLOON FIGHT
The aim of Balloon Fight is simplicity itself! Boasting gameplay similar to the classic Joust arcade game, it's your job to fly around the screen descending on enemy sprites and bursting their balloons, while guarding your own from attack. Even though there's simultaneous two-player action, it all grow dull very quickly.
OVERALL 74%

BATMAN
The Joker is causing trouble in Gotham City, and there's only one body-stocking wearer who is superhero enough to stop him - the Batman. There are 20 platform levels to beat, and though the initial difficulty level is set quite high, the gameplay is addictive enough to keep you coming back. All in all, a first class game.
OVERALL 92%

BATMAN II: RETURN OF THE JOKER
Superb-looking and great-sounding platform game which completely fails to offer anything new and so renders itself redundant in the face of classics like Super Mario 3 and the Megaman series.
OVERALL 78%



BATTLE OF OLYMPUS
Run around the horizontally scrolling levels that are Ancient Greece, solving various puzzles and beating up mythological beasts in this worthwhile RPG. The only gripe we have with this is that it's a bit lacking in the action department, making Zelda II the definite RPG to go for.
OVERALL 79%

BATTLETOADS
Join Rash, Zitz and Pimple - the Battletoads! These dudes are out to smash the evil Dark Queen over a number of beat 'em up and shoot 'em up levels. Battletoads is a truly outstanding piece of software, with brilliant graphics, stomping sounds and ultra-addictive gameplay. Rare come up trumps AGAIN with another essential Nintendo game!
OVERALL 91%

BASEBALL
One of the most popular sports of the United States hits the NES! All of the fun and excitement of Baseball is here, but unfortunately, Nintendo Baseball has a number of faults in the gameplay department. The actual pace of the game is relatively slow and a tad unresponsive. The graphics are cack too. Not recommended.
OVERALL 60%

BAYOU BILLY
Unusual mix of game types which also features a light gun sequence as you drive, run and shoot your way through a variety of different screens. Fun, but not an essential purchase.
OVERALL 79%

BIONIC COMMANDO
Super Joe Crack, the star of Commando (Capcom's old coin-op hit) has been captured behind enemy lines, and only the Bionic Commando can save him by fighting through many platform and shoot 'em up levels. This game actually has levels that weren't in the coin-op, but the high difficulty level could put some players off.
OVERALL 81%

BLACK MANTA
A mysterious bunch of criminals maladepts have kidnapped a load of kids for some reason, and your mission in this game is to take on the mantle of the Black Manta and dust some monkey ass! The gameplay is varied and fun, but the graphics just really aren't up to scratch.
OVERALL 80%

BLADES OF STEEL
Don't be misled by the title - this is an Ice Hockey simulation with a mini beat 'em up included when things get rough on the pitch! Multiple skill levels and different options keep things interesting for solo players, but the excitement is at maximum with two players at the controls. Overall an excellent sports game.
OVERALL 85%

BLASTER MASTER
Scrolling mazes and scrolling shoot 'em up skylarking meet head on in this completely fabulous cart. Your best friend (that happens to be a toad) has fallen down a big hole, so you've decided to follow him in a quest into the unknown. Blaster Master has loads of different levels to explore, along with highly addictive action, making for yet another essential Nintendo purchase!
OVERALL 91%

BLUES BROTHERS
Grotty platform game in which you guide the Brothers around the landscape avoiding things. It's boring, inane and the graphics aren't much cop.
OVERALL 40%

BLUE SHADOW
Excellent platform game with Ninja combat-style overtones. Great graphics and plenty of action make this one that combat fans should look out for.
OVERALL 88%

BOULDERDASH
Join the little miner known as Rockford who's stumbled on a number of diamond-crammed, scrolling mine shafts. He needs your help to negotiate these dangerous stages, collecting diamonds and dodging falling rocks. Boulderdash is a fab, taxing and original game that's destined to become a Nintendo classic.
OVERALL 90%

A BOY AND HIS BLOB
You're the boy whose blob-like pal can change into a number of interesting shapes and objects just by feeding him jellybeans (!). This comes in handy for solving the many platform-related puzzles that face the boy as he attempts to save blobkind from an evil dictator. Fast, fun, original and taxing, A Boy And His Blob is skill!
OVERALL 91%

BUBBLE BOBBLE
Bub and Bob, the bubble-blowing dinosaurs are trapped in 100 meanie-filled platform levels. Luckily, the lads can neutralise the beasts by capturing them in bubbles then popping them to turn them into fruity bonus points! The graphics are a bit flickery, but the skill gameplay mores than makes up for it. A superb coin-op conversion.
OVERALL 89%

BUGS BUNNY'S BIRTHDAY BLOW-OUT
The 50-year-old cartoon rabbit crops up on the Nintendo in a game where he must collect tons of carrots and traverse platform levels in order to reach his birthday blow-out. This game has all the Loony Tunes villains, but unfortunately the childish graphics, jerky scrolling and simplistic gameplay do this game no favours.
OVERALL 35%

BURAI FIGHTER
It's time to jet off into deep space and face those evil aliens on their home grounds. This horizontally scrolling shoot 'em up is a good challenge, with plenty of destruction to spice up the gameplay. It could prove a bit hard for novice players, although the majority of you should find this to be a decent blaster well

NINTENDO MAGAZINE SYSTEM GAME INDEX

worth considering.
OVERALL 79%

CALIFORNIA GAMES

Make the stars of Beverly Hills 90210 look like anorak-clad trainspotters by taking part in the California Games. Half Pipe, BMX (!), Flying Disk, Footbag, Surfing and Roller Skating are the events included in this skillful Nintendo package. Great to play with friends, California Games is an essential buy.
OVERALL 91%

CAPTAIN PLANET

Don the daunting mantle of the environmental saviour of the world, as he battles to save the world from environmental pollution, while rescuing a few seals and elephants into the bargain. The sub-levels of this game are a mixed bag. The shoot 'em up levels are far to difficult while the scrolling exploration bits are a doddle. The package as a whole is unremarkable.
OVERALL 56%

CAPTAIN SKYHAWK

Join the eponymous Captain as he flies around vertically scrolling shooting levels and Afterburner-style stages. This is another skillful Rare game that should appeal to blasting fans, although shoot 'em up experts may find it a tad easy.
OVERALL 90%

CASTLEVANIA

Simon Belmont is on the trail of Count Dracula. The game itself takes the form of a vast platform adventure set inside Drac's castle which Simon explores, punishing any undead types with his trusty whip. The audio-visuals aren't stunning, but the action is absorbing for a long while. Try out the sequel first though.
OVERALL 80%

CLU-CLU LAND

One of Nintendo's early efforts, Clu-Clu Land is a sort of PacMan clone set in grids of dots. However, unlike in PacMan, the idea in Clu-Clu Land is to direct your fish (?) between the dots, and thus reveal lines which make up a sort of Cubist join-the-dots picture. The simplistic gameplay is fun, but soon grows quite boring.
OVERALL 62%

COBRA TRIANGLE

Take the wheel of your speedboat and race your way through 25 races of isometric 3D scrolling fun, each with a different challenge. Cobra Triangle has it all. Great graphics, decent sound, but above all amazing playability. Another classic from Rare that deserves to end up in your collection.
OVERALL 94%

CRACKOUT

Utterly dire Breakout clone which features screens and screens of tedious bat 'n' ball "action". The graphics and sound are both poor, but it's the utterly boring gameplay makes this one to avoid at all costs.
OVERALL:OVERALL 21%

DAYS OF THUNDER

Jump into your NASCAR racer and burn around a series of tracks with no right turns whatsoever in this NES conversion of the embarrassingly awful Tom Cruise movie. The graphics are okay but there's no real variety in them at all. The game itself is slow, tedious, annoying and frustrating.
OVERALL 39%

DEFENDER OF THE CROWN

Take a time warp to mediaeval England and attempt to become king by taking over various territories in this strategy game with arcade sub-levels. The problem here is that the strategy game isn't involving enough and the arcade bits just don't cut the mustard at all. Leave this on the shelf in the software shop, where it belongs.
OVERALL 59%

DIGGER T ROCK

At first glance, this game looks like being a thinly disguised Boulder Dash clone, but on closer examination it turns out to be an action-packed arcade puzzler that's highly recommended. Excellent graphics and swingsome sound are the icing on the cake.
OVERALL 89%

DONKEY KONG

Oh no! Mario's girlfriend has been kidnapped by a crazed gorilla! It's up to the Italian plumber to conquer four different levels of platform action. Donkey Kong isn't a bad coin-op conversion, but the original itself is years old and four screens of arcade action simply isn't enough to warrant the price tag.
OVERALL 45%

DONKEY KONG JUNIOR

Donkey Kong Junior's out to rescue his Dad from Mario's clutches in another four-screen platform romp, this time set in the jungle. Just like it's predecessor, Donkey Kong Jnr isn't a bad conversion with a bit more variety than the original game. Unfortunately, Four screens' worth of action just isn't enough to give the player value for money.
OVERALL 46%

DOUBLE DRAGON

Your girlfriend's been kidnapped by Mr Big - the evil crime boss! It's down to you to kick the excrement of his cronies and then face up to the boss in the final confrontation. This game isn't a bad conversion, but the sequel has superior graphics and gameplay.
OVERALL 75%

DOUBLE DRAGON II

Dear oh dear. Your girlfriend has been gunned down by a revenge-crazed Mr Big. Therefore, it's down to the Double Dragons to go and kick some ass again. This conversion is a lot better than its predecessor, with decent graphics and enjoyable gameplay. Definitely the best Double Dragon game on the Nintendo.
OVERALL 84%

DOUBLE DRAGON III

Acclaim's third Double Dragon game contains all the scrolling beat 'em up mayhem you'd expect, along with more characters to control and larger levels. Unfortunately, the game is just too difficult to be worthwhile and the plodding response time doesn't help matters much either.
OVERALL 65%

DRAGON'S LAIR

Dirk the Daring's darling Daphne has been kidnapped by a big dragon and taken to his lair! Pausing only to grab his daggers, Dirk gives chase by entering the side-on scrolling castle - but many traps and meanies await. Dragon's Lair has excellent graphics, but the remarkably slow, plodding gameplay and unresponsive controls make this one to avoid.
OVERALL 21%

DOUBLE DRIBBLE

Mediocre basketball game which just about supplies enough slamdunking thrills and spills to please ardent basketball fans.
OVERALL:OVERALL 70%

DR MARIO

Mario's back in a Tetris-inspired puzzle game which sees him chucking different proteins into a beaker in order to make all the nasty viruses disappear. This is quite easy to begin with, the action gets meaner as you progress making for a truly exciting test of your reflexes and brain power. One of the best puzzle games for the NES.
OVERALL 88%

DUCK HUNT

There's not much you can say about this game. Dust off your Zapper gun and plug this cart in and you'll be confronted by wave upon wave of ducks, just waiting to be blown away with your fine Zapper gun. The graphics are quite cute, but just shooting off with your photon firearm isn't fun or varied enough to be worthwhile.
OVERALL 57%

DUCK TALES

Guide Scrooge McDuck through many scrolling platform levels in a bid to save his massive bank balance from a fate worse than Gary Harrod's financial affairs. This game features excellent cartoon graphics and very enjoyable gameplay. Once again, the NES comes up trumps with a skill platform game. Hurrah!
OVERALL 90%

ELITE

Fabulous, sprawling 3D space trading game has literally months of play in it - if you enjoy this sort of thing. A brilliant release that must be looked at.
OVERALL 91%

EXCITEBIKE

Vroom! Get your leathers on and get ready to burn down one of the bumpiest motorcycle race tracks in history! The horizontal track scrolling is very nippy, providing a good feel of speed, but Excitebike's graphics and sound are a bit wobbly. However, these inadequacies only serve to make the whole game more of a laugh! very challenging and well worth a try.
OVERALL 84%

FESTER'S QUEST

The Addams Family has seen something of a revival lately, and this NES game stars the talented Uncle Fester on a scroll-around quest to save the Earth. The graphics are samey and functional, but the sound is ace with a groovy remix of the Addams Family tune. The gameplay though, verges on the tedious after only a couple of sessions.
OVERALL 58%

FAXANADU

Fairly involved RPG/platform game which certainly offers plenty of depth but doesn't feature much action and excitement. Try it out if you're after something different.
OVERALL:OVERALL 79%

FOUR-PLAYER TENNIS

Great tennis game which, as the title suggests, allows up to four players to simultaneously participate (as long as you have the Four Score adaptor). Well worth checking out if you own such a device.
OVERALL:OVERALL 85%

GALAXY 5000

Speed around nine different isometric 3D tracks in this mega-fast, highly thrilling road race of the future. The graphics and sound are both top-notch, and although the scrolling's jerky you don't notice it in the thick of the action. Simultaneous two-player thrills are the icing on the superlative confection-related item.
OVERALL 91%

GAUNTLET II

Guide your mediaeval character through the hazard-ridden scrolling mazes, dishing out death to the legions of evil minions that attack you. With all the graphics, gameplay, sound and speech of the coin-op, this release is a fab arcade conversion well worth investing in.
OVERALL 90%

GHOSTBUSTERS II

Once again, it's time to bust those ghosts in a series of sub-levels inspired by the spooky, and yet vaguely amusing film. The problem here is that the graphics are a mite cacky, and each mini-level does nothing to recreate the atmosphere of the film on your NES. All in all, a vapid game that's only fun for a very short while.

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OVERALL 57%

GHOSTS 'N' GOBLINS

Sir Arthur was enjoying the canoodling company of his Princess when suddenly an evil devil kidnapped her! So he's got to run along scrolling levels, dusting undead sprites in preparation for the final conflict! This conversion boasts limp graphics and sound. The response is dodgy and the gameplay frustrating. Leave this well alone.

OVERALL 55%

GOAL!

The curse that hits NES soccer games claims another victim with the shambling debacle that is Jaleco's Goal! Featuring an ineffective isometric viewpoint, stick-men sprites and extremely annoying action, Goal! is best left alone.

OVERALL 33%

GODZILLA

What could have been a brilliant monster-based game of destruction and mayhem is in fact a ghastly scrolling plodalong which suffers dreadful flicker and frustratingly awkward gameplay.

OVERALL 41%

GOLF

As far as Golf games go, this Nintendo effort offers no surprises. Simply take your golfer around the video course, select your club, judge your shot and try to hole the ball. The graphics and sound aren't exactly spectacular, but this cart offers a very challenging, playable round of golf. Recommended to golfing fans.

OVERALL 76%

GRADIUS

Better known as Nemesis, this horizontally scrolling shoot 'em up has all the power-ups and levels of the ageing coin-op. Gradius is great fun to play and ranks as one the greatest blasts available for the Nintendo along with its sequel, Life Force. If you're an NES laser-death fanatic, seek out Gradius immediately!

OVERALL 90%

GREMLINS II

Take a trip into the scroll-along blasting zone, this time accompanied by those irrepressible Gremlins. Programmed by Sunsoft, this Gremlins-inspired blasting game is packed with decent graphics, awesome sound and top-notch playability. Yet another good example of a Nintendo shoot 'em up.

OVERALL 87%

GUMSHOE

Play a private eye (complete with trilby and trenchcoat) in this platform-based crime buster. Gumshoe has to cross numerous Mario-esque levels to track down the villain of the piece. This Zapper gun game has excellent graphics and some jaunty tunes backing the action, but the simple action grows dull very quickly.

OVERALL 68%

GUNSMOKE

There are some no-good outlaws in town, so you're going to march around the vertically scrolling area blowing away all sorts of mean hombres. The coin-op was pretty mediocre, but this NES conversion is quite good fun. It's getting on a bit though, so blasting fans would do well to check out a more recent shoot 'em up.

OVERALL 69%

HIGH SPEED

Great conversion of the Williams pinball table along similar lines to Pinbot. Worth a look if you're a pinball fan. If not, you might find the action a tad repetitive.

OVERALL 82%

HOGAN'S ALLEY

Plug in the Zapper gun and get ready to pump some villains full of photons. This target-shooting game puts you at one end of a shooting range, with criminal cut-outs spinning around at the other end. Though this is graphically quite nice, Hogan's Alley's gameplay is very limited and most of the game's options seem to be exhausted after a few sessions' play.

OVERALL 60%

HOOK

Unoriginal platform game which sports nice graphics but is sadly let down by lack of action and large areas in which there's very little to do.

OVERALL 62%

THE HUNT FOR RED OCTOBER

The fabulous Sean Connery movie surfaces on the NES as a horizontally scrolling shoot 'em up. The game itself is good fun to play with a nice sense of inertia on the sub. The problem is that the graphics look rather infantile and the soundtrack is one of the most discordant, jarring monstrosities ever to plague the Nintendo. Bear with it though, and there's a fairly decent game to be uncovered.

OVERALL 64%

HYPER SOCCER

A reasonable football game, which although nowhere near as bad as the grotty Goal and the naff Nintendo World Cup still fails to generate much in the way of soccer excitement.

OVERALL 62%

ICE CLIMBER

Ice Climber is a pretty basic game, the object being to control your Eskimo to the top of each vertically scrolling level while keeping an eye out for enemy sprites. This was one of the first NES releases and has primitive graphics, sound and gameplay. Even the simultaneous two-player action doesn't stave off the tedium.

OVERALL 58%

IKARI WARRIORS

Armed with just their machine guns and a stash of grenades, the players must guide their on-screen heroes through vertically scrolling enemy strongholds and blow everything up. This conversion has crap graphics and poor scrolling. The response is poor and the gameplay frustrating. Even Ikari fans will be disappointed with this.

OVERALL 48%

IRONSWORD

This follow-up to Wizards and Warriors is similar to its predecessor, with plenty of platform action and sword-slashing thrills. The main problem with this game is that the gameplay is very tough, and coupled with the rather inspiring graphics, there's not much of an urge to see the next level. Ironsword is above average, but not totally amazing.

OVERALL 77%

ISOLATED WARRIOR

Become the Isolated Warrior as he runs up the isometrically scrolling 3D backgrounds, blasting enemy sprites with his multi-purpose weapon. Isolated Warrior is a great shoot 'em up packed with top-notch shooting excitement. Unfortunately, this is marred by the fact that it's very easy to complete.

OVERALL 80%

KICK OFF

Once again, the evil hex that plagues NES soccer simulations strikes again in this conversion of the greatest computer football game ever. Kick Off retains all the brilliant options of the Amiga version, but the game logic is sadly lacking and there's plenty of minor bugs conspiring to ruin the game too. A great shame and a major disappointment.

OVERALL 36%

KABUKI

Kabuki's the man whose oriental hairstyle spells doom to a number of computer bugs that have infested America's finest defence system. Boasting dark and moody graphics and good sound, Kabuki is instantly appealing. The stiff challenge and great gameplay make it an excellent Shadow Warrior-style platform game.

OVERALL 90%

LIFE:
CHIP:
NEMY:

KID ICARUS

It's cutey platform game time as you guide Kid Icarus against an army of baddies who are just dying to clip his wings. It's pretty good fun, but the graphics are rather dated, and when you look at some of the more modern platform games around, this doesn't compare too well.

OVERALL 68%

JACKIE CHAN'S ACTION KUNG-FU

Hong Kong's foremost martial arts expert takes to the NES in a digital version of his silver screen shenanigans. This is a great scrolling beat 'em up with cute graphics and rousing tunes. It's extremely playable too with many levels to conquer. Buy this!

OVERALL 93%

JACK NICKLAUS GOLF

The immortal Jack Nicklaus has endorsed what turns out to be a 3D golfing simulation that slow, jerky and bug-ridden. Add these incredibly annoying factors with the pathetic graphics and miserable sound and we have a golf simulation that's even over-shadowed by the ancient Nintendo Golf!

OVERALL 48%

KICKLE CUBICLE

This game is rather similar to Adventures of Lolo, in that you run around a single-screen maze pushing blocks and squashing meanies. Kickle Cubicle would be an excellent puzzle cum action game, but it's just too easy to complete.

OVERALL 72%

KUNG-FU

This game weighs in as a conversion of that ageing Data East coin-op, Kung-Fu Master (remember that?). There are four levels of horizontally scrolling baddie-bashing included in this Nintendo translation. This might not sound a lot, but the tough, challenging gameplay is quite a laugh. Worth a look for beat 'em fans.

OVERALL 72%

LIFE FORCE

This is a brill version of the Salamander coin-op, with both vertically and horizontally scrolling action. It's not just the smart scenery and amazing aliens that set Life Force apart from other Nintendo blasts. With its amazingly addictive destructive action AND two-player action, this is one ace 'n' skill shoot 'em up!

OVERALL 92%

LEGEND OF ZELDA

This was Nintendo's first RPG, but its simple format makes it far more accessible than most games of this type. With its battery back-up, this game should provide hours of enjoyment for anybody, so even though it's one of the more expensive carts, it's well worth a look.

OVERALL 86%

LITTLE NEMO

Jolly enough platform romp in which you guide the eponymous hero through the surreal and weird Slumberland world. Fun, but offers nothing that hasn't already been seen in a platform game of this type.

OVERALL 79%

LOW-G MAN

Once again, we're all aboard the last train to Platform Central, with Low-G Man (so called, because he can jump incredibly high). This game has jerky graphics and wobbly sound, but somehow the urge to see

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the next level is very high indeed. Although not an essential purchase, give Low-G Man a good, hard look.
OVERALL 84%

LUNAR POOL
An entertaining idea - funny shaped pool tables - and it's certainly fun for a while. But at the end of the day, pool is pool and unless you're a big fan of eightball, this one's novelty will eventually wear thin.
OVERALL 75%

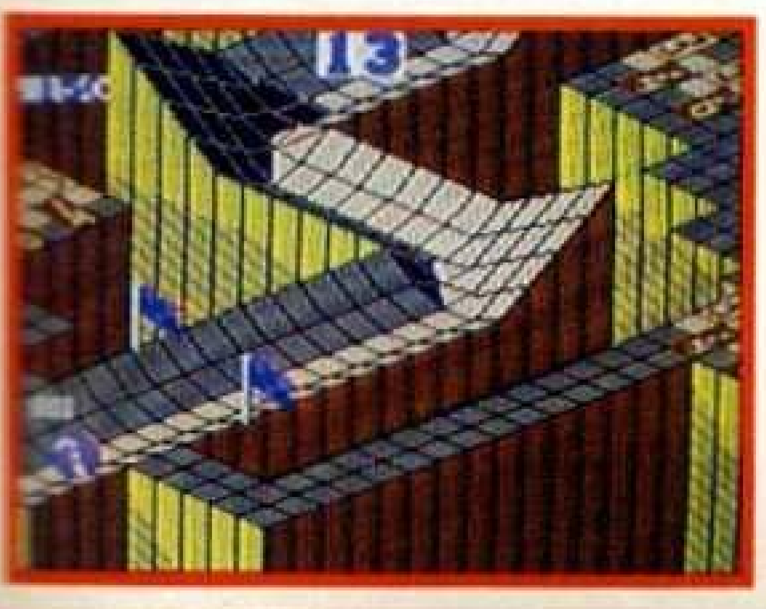
MACH RIDER
This is an early Road Blasters clone, in which you have to drive your motorcycle down numerous stretches of highway, zapping any of the other aggressive drivers who get in your way. The official NES Road Blasters conversion isn't really up to much but this lookalike is even worse. The graphics are laughable and the gameplay extremely dull. Leave this well alone.
OVERALL 36%

MANIAC MANSION
Lucasfilm's first icon-driven adventure is a real classic. It's got great graphics, extremely involving gameplay and logical puzzles - things which its competitor, Shadowgate woefully lacks. Maniac Mansion is a worthy NES purchase, but the high price tag is a bit of a bum rap.
OVERALL 89%

MARBLE MADNESS
In this Rare conversion of the brilliant Atari coin-op, you guide a marble around six different isometrically scrolling courses, dodging many bizarre hazards. The programmers have produced a coin-op conversion that's as close to the original as is possible with the Nintendo. Only the lack of levels is the slight downer.
OVERALL 85%

MARIO BROTHERS
In this single-screen platform game, Mario and Luigi (this is a one or two-player game) have to run around punching the gantries under the critters to knock them on their backs, and then jump up to the same level and boot them off-screen. It's a nice, cute, simple game, but only truly worthwhile in two-player mode.
OVERALL 83%

MEGAMAN
It's down to MegaMan to go through six levels of incredibly addictive scrolling platform action, blasting meanies. Each level is guarded by a terrifying robotic end-of-level boss. Mega Man is one of the most difficult, and yet still rewarding platform games available for the NES.
OVERALL 92%



MEGAMAN II
The evil Dr Wily is back for another slapping at the hands of the world's greatest hero, MegaMan! This boils down to more incredibly addictive scrolling platform action. Although it's not as lastable as its prequel, MegaMan II boasts playability that puts many 16-bit games of the same ilk to shame. An essential purchase.
OVERALL 93%

METAL GEAR
Nice graphics and ultra-violent gameplay make this an interesting game to play, but only for a while. It turns out to be more of a giant maze game than a shoot 'em up, and the unchanging scenery of tanks and buildings makes one screen look pretty much like another. Not a game to put high on your shopping list.
OVERALL 52%

METROID
Metroid is a graphically impressive, very cleverly put-together arcade adventure with lots of unusual features to keep things interesting. It's a tough game and ardent platform/adventure fans will love it.
OVERALL 80%

MIKE TYSON'S PUNCH-OUT!!!
With its superb graphics and playability, Punch Out!! is the greatest boxing game yet seen on any home system and is a vital addition to your collection. So grab it before it disappears, which it might well do considering what's happened to Mike...
OVERALL 94%

MISSION: IMPOSSIBLE
This viewed-from-above maze game with espionage overtones casts you as a secret agent, out to overthrow a subversive world-threatening organisation. The graphics and sound are both very effective, and the gameplay itself is addictive and whole lot of fun. Highly recommended.
OVERALL 86%

NEW ZEALAND STORY
Poor old Tiki - all of his kiwi chums have been kidnapped by a bloated Walrus! So, Tiki needs your help in running around the platform levels, shooting meanies and rescuing kiwis! This conversion is visually very similar to the Taito coin-op, and the sound is actually better! Unfortunately, the game is just too easy to complete.
OVERALL 79%

NINTENDO WORLD CUP
There's something of a curse on the poor old Nintendo when it comes to soccer games. Nintendo World Cup is a dire shambles, with rancid, flickery graphics, warbling sounds and very limp gameplay. Even when playing with four player with the Four Score adaptor, Nintendo World Cup is a sad digital interpretation of soccer.
OVERALL 33%

PAPERBOY
Guide your paperboy through seven levels of scrolling isometric mayhem in this conversion of the pensionable Atari coin-op. Paperboy "boasts" retarded, infantile graphics, grotesque colour schemes, a booming cacophony of sounds and frustrating gameplay. The awful responsiveness is yet another nail in the MFI-quality coffin. Avoid!
OVERALL 30%

PINBALL
This is a real Nintendo oldie, and has been completely eclipsed by the immeasurably superior Pinbot, which is based on a real pinball table. Unless you're after a particularly substandard pinball game for your Nintendo, avoid.
OVERALL 45%

PINBOT
Rare's conversion of the topper Williams pinball table is excellent, with all the steel ball spanging-related excitement of the original. With excellent graphics, unbelievable sound, along with brilliant playability, this is one fabbo game!
OVERALL 90%

POPEYE
This conversion is a good translation of the original coin-op, but it's the coin-op's simplicity that severely limits Popeye's powers of lastability. It'll keep you busy for a while, but unfortunately, the novelty soon wears off.
OVERALL 67%

POWERBLADE
It's a return to Platformsville, Arizona in this scrolling game with shoot 'em up elements. Although Powerblade is exceptionally unoriginal, the graphics and sound are fine for this sort of game. What really gives Powerblade its respectable mark is its fun and challenging gameplay.
OVERALL 88%

PRINCE OF PERSIA
Great platform adventure game which features a superbly animated main sprite. It's quite tricky getting to grips with the comprehensive control method, but once mastered, the challenging and absorbing gameplay will keep you playing for ages.
OVERALL 87%

PROBOTECTOR
Don't be fooled by the name - this is the official NES version of Gryzor, the great horizontally scrolling shoot 'em up. All the levels of the coin-op are here and the blasting action is fast and furious. A great NES blast.
OVERALL 81%

PRO WRESTLING
Pro Wrestling isn't quite as exciting as the real sport. The graphics are laughable with pathetic sprites and background visuals, and the sound isn't really any better either, sporting very weak spot effects. Our advice is to go for Tecmo World Wrestling. It's got better graphics, better sound and a huge amount of moves on offer.
OVERALL 45%

RAD RACER
This is quite a few years old now, and surprisingly, it's still the only Out Run-style game available on the NES. Actually, any new one would have a hard time beating Rad Racer in the playability stakes. The smart 3D graphics make this look good and play good, so if driving games are your bag, this is a must.
OVERALL 80%

RAD GRAVITY
Strut around the universe with the coolest intergalactic hero of them all, Rad Gravity. It's up to Rad to run around platform levels looking for co-ordinates for new planets to visit. Rad Gravity is a cool platform game, with nice blasting elements added in for good measure. Recommended for platform fans after a challenge.
OVERALL 82%

RAINBOW ISLANDS
Oh no! The Rainbow Islands have been occupied by the Boss of Shadow, Baron von Blubba and his nasty little minions. It's up to Bub and his power of the rainbow to put a stop to Blubba's skylarking over seven levels of vertically scrolling platform action. This is a good conversion of the Taito coin-op, ruined by slow gameplay and poor response.
OVERALL 67%

RC PRO-AM
RC Pro-AM is one of the most playable NES titles around. Both the graphics and sound are spot-on and there's plenty of action to keep you going for a long time as you race a variety of radio controlled vehicles around a series of very tight tracks against mad computer drivers. A must!
OVERALL 90%

RESCUE
Based on the French computer game, Hostages, this is a multi-level assault game, casting you as leader of a bunch of SAS guys out to ruin some terrorists' plans for world domination and rescue (hence the title) some hostages. The graphics and sound are poor, but the real problem with Rescue is that each sub-level is very dull and too easy to complete.
OVERALL 41%

RESCUE RANGERS
Those cheeky chipmunks, Chip 'n' Dale hit the Nintendo in a platform game of their very own, programmed by coin-op giants, Capcom. With one or simultaneous

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two-player options, Rescue Rangers is fast, smooth, cute and playable. A very good game that should appeal to platform fans.
OVERALL 88%

ROAD BLASTERS
If you were a fan of arcade Road Blasters this conversion may come as a disappointment. The graphics and sound are fairly well reproduced, but it certainly doesn't play the same. It's just far too easy, and any competent player should get through all 50 levels in a few games. Once completed, Road Blasters doesn't have much to attract you back for more.
OVERALL 48%

ROAD FIGHTER
Brace yourself for what must rank as the worst console game EVER! Road Fighter is a vertically scrolling road race game a little like Spy Hunter, but without the extra weapons, decent graphics or gameplay. Indeed, the scabrous, retarded game we have here is devoid of all fun and excitement-inducing qualities and is a complete waste of money.
OVERALL 9%

ROBOCOP
The film's great, but this game is sad. Rubbish graphics, dire sound, sluggish controls and very repetitive gameplay don't makes things much fun in this platform game. Considering the all-action movie, a lot more should have been made of this.
OVERALL 60%

ROBOCOP 2
Slick, but ultimately frustrating platform game which features plenty of challenge but nothing new or exciting in terms of gameplay features. There are tons of games like this, so shop around before you buy.
OVERALL 76%

ROLLERGAMES
Fairly jolly, but rather repetitive future sports simulation which could do with better visuals.
OVERALL 76%

ROBO WARRIOR
An original, but ultimately dull game in which you bomb your way through a series of baddie-packed screens. It sounds more exciting than it is because the action is so limited and slow.
OVERALL 51%

RUSH 'N' ATTACK
Otherwise known as Green Beret, this is a fairly simplistic but very compulsive beat 'em up packed with senseless violence. The graphics and sound are adequate rather than outstanding, but they do the job and help make this a bloody, enjoyable rough-house romp.
OVERALL 83%

RYGAR
The graphics in this beat 'em up are okey-dokey and the gameplay is fairly interesting (thanks to the nice weapons), but on the whole, Rygar is probably only worth buying if you remember enjoying the coin-op.
OVERALL 70%

SECTION Z
If you've ever wished for a Side Arms-type game for the NES, this is probably the nearest thing to it, though don't take that as a recommendation. The game is severely lacking in excitement just because it's so repetitive and the weapons are completely weedy. Save your money and your sanity.
OVERALL 46%

720 DEGREES
This is a very decent conversion of the old Atari skateboarding coin-op which sports plenty of challenge and variety. A must for fans of the coin-op and skateboarders in general.
OVERALL 84%

SHADOWGATE
Shadowgate is an icon-driven adventure game crammed with frustrating puzzles and thousands of unfair sudden death scenarios. The solutions to each puzzle are completely illogical (OPEN a skull to find a key? We think not), making for an annoying adventure with crappy graphics and nauseating sound to boot.
OVERALL 26%

SHADOW WARRIOR
Join Ryu as he runs around the scrolling platforms levels, meting out ninja death to the evil minions of the Overlord. Converted from the coin-op, this a great slash 'em up that's well-presented with groovy graphics and sound. This is challenging and superb fun and well worth your pounds sterling.
OVERALL 90%

SILENT SERVICE
A submarine simulation? On the NES? Yes indeed, and while it might sound boring, it's not. It's addictive and involved and is a must for those who want to use their Nintendo to play more than just platform games and shoot 'em ups.
OVERALL 87%

SIMON'S QUEST
On the surface, Simon's Quest isn't much more than an extended version of the original with a few additions to the gameplay. Having said that, the original was pretty good, so the follow-up can only be even better. There's not a lot of variety, but hardened arcade adventure fans should find the gloomy atmosphere is most engrossing.
OVERALL 85%

SIMPSONS: BART VS THE SPACE MUTANTS
Enjoyable game-of-the-telly-show in which you guide Bart around the horizontally scrolling town solving puzzles and avoiding the baddies in an attempt to thwart the intentions of the marauding space aliens. Not exactly action-packed, but fun nonetheless.
OVERALL 88%

SKATE OR DIE
Skate or Die is divided into five different sections: the downhill race, freestyle on a half-pipe, downhill jam where you fight an opponent, half-pipe high jump and pool joust where you battle other players. It's a fun game with great graphics and is highly recommended to board thrashers.
OVERALL 82%

SMASH TV
Williams' amazing shoot 'em up coin-op, based on the classic Robotron 2084, is one of the most violent games in history! This NES conversion is a technical miracle with loads of sprites on-screen at once!

The game also incorporates all the speech and power-ups of the coin-op too. One of the best Nintendo shooters available!
OVERALL 90%

SNAKE, RATTLE 'N' ROLL
Guide your snake around the forced 3D backdrops, eating nibbley-pibbleys and dodging a number of bizarre sprites. Rare strike again with an extremely playable, technically amazing Nintendo game that simply demands purchase!
OVERALL 94%

SNAKE'S REVENGE
Snake (the hero of Metal Gear) is back, and this time he's vowed to destroy a jungle-based legion of enemies. This generally involved running around the jungle (for jungle, read maze), blowing away enemies and rescuing hostages. Snake's Revenge is extremely difficult to play, slow, unrewarding and tedious.
OVERALL 49%

SOCCER
The action in this football game is a little slow, and the graphics are only adequate but it plays quite while and that's what counts. And even though it's positively ancient, it's still miles better than all the newer Nintendo football games.
OVERALL 83%

SOLAR JETMAN
The action is very similar to the old coin-op Gravitar, but there's much more to Solar Jetman as you explor a series of planets looking for piece of the Golden Warpship. The playability is superlative, the graphics are great and the sound is similarly excellent. Put all those factors together and you've got a simply brilliant Nintendo title which is an essential part of your collection.
OVERALL 95%

SOLOMON'S KEY
This is an excellent conversion of th Data East coin-op, which is one of the best arcade puzzle games out. I you're after some mental stimulatio from your Nintendo this has got to be somewhere on the shopping list.
OVERALL 83%

SOLSTICE
This is the first game from English firm, Software Creations, and it's a goodie! Guide your little man aroun the forced perspective backdrops, solving puzzles and blatting meanie With its excellent graphics, amazing sound and involving gameplay, Solstice is an essential purchase.
OVERALL 90%

SPY VS SPY
Based on the MAD magazine comic strips, Spy vs Spy is one of the finest two-player games ever, just because of the vast potential for playing super-sneaky tricks on your computer, or better still, human opponent. doesn't have the best graphics and sound in the world, but if you have another gamer at hand willing to play you, this is a must.
OVERALL 84%

STAR WARS
A brilliant game which follows the plot of the film very closely through whole variety of challenging and addictive scenes. With its superb graphics, sound and gameplay, this is one of the best games-of-the-film around.
OVERALL 95%

STEALTH ATF
A promising-sounding but ultimatel dull aerial combat game in which you guide the fighter of the title against the marauding enemy hordes.
OVERALL 54%

SUPER MARIO BROTHERS
Originally this was the game Nintendo gave away free with the machine - and what a terrific freebi It's a truly classic platform game that's just so skillfully put together and is so much fun that once you've started playing it's impossible to stop. One of the best games anywhere, ever.
OVERALL 95%

SUPER MARIO BROTHERS II
This is a superb follow-up to Super Mario Brothers, with terrific graphics great music and super addictive plat form gameplay. An utter must - along with all the other Mario

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games.
OVERALL 96%

SUPER MARIO BROTHERS III

Mario and Luigi return for their last 8-bit outing - and it's one of the finest video games ever devised. Featuring almost-perfect playability, excellent graphics and sound along with a massive challenge, Super Mario Bros III is THE essential cart to buy for your Nintendo.
OVERALL 98%

SUPER OFF-ROAD

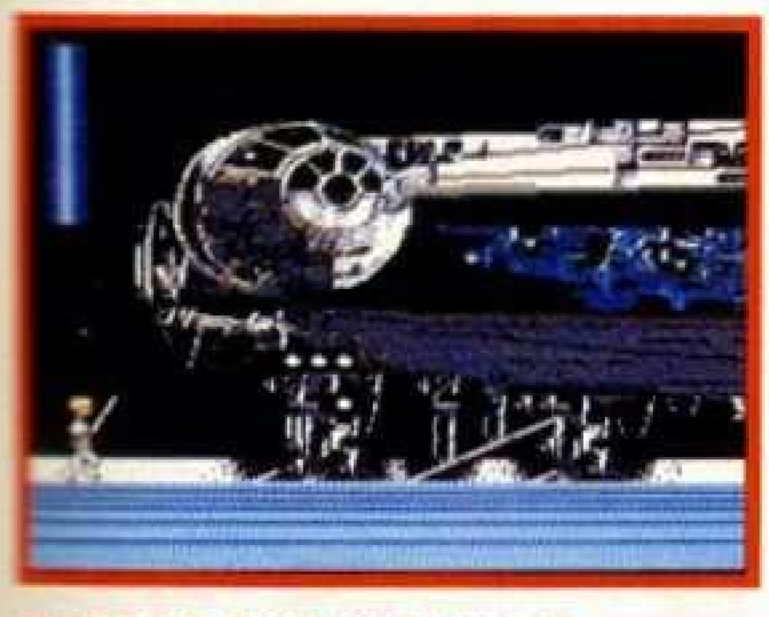
van "Ironman" Stewart's Super Off-Road is a superior Super Sprint-style NES game, that's great fun when playing with the four-player Four Score adaptor. It's yet another skill Rare game, and a very close coin-op conversion. The repetitive nature of the game may put some people off, especially when played in one-player mode.
OVERALL 81%

SUPER SPIKE VOLLEYBALL

Visit the beaches of America to participate in a series of Volleyball matches in this cool sports simulation. With its Four Score compatibility allowing up to four players to take part, Super Spike Volleyball is a great game that should appeal to most sports fans.
OVERALL 83%

STAR WARS

One of the greatest sci-fi movies EVER hits the Nintendo in a truly spectacular fashion! Star Wars features many different game styles (3D blasting, platform and scrolling blasting action) each depicting a scene from the movie. Although the price tag is very high, Star Wars remains the best thing since Mario III.
OVERALL 95%



SWORDS AND SERPENTS

Big role playing game very similar to the Bard's Tale computer game series. Short on action, but long on depth, this is one that adventure and role-playing fans will go bonkers over.
OVERALL 81%

TEENAGE MUTANT HERO TURTLES

Although they're now tragically uncool, Turtles is a fun game that provides plenty of beat 'em up action, a hint of exploration and taxes your brains too as you rescue April O'Neil. Worth checking out.
OVERALL 86%

TEENAGE MUTANT NINJA TURTLES: THE ARCADE GAME

Take control of the bygone heroes in a half-shell in this simultaneous two-player game based on one of the most popular coin-ops ever. Turtles II is a very close conversion, but when it comes down to it, there isn't much in the game and the repetitive action soon grows stale.
OVERALL 64%

TENNIS

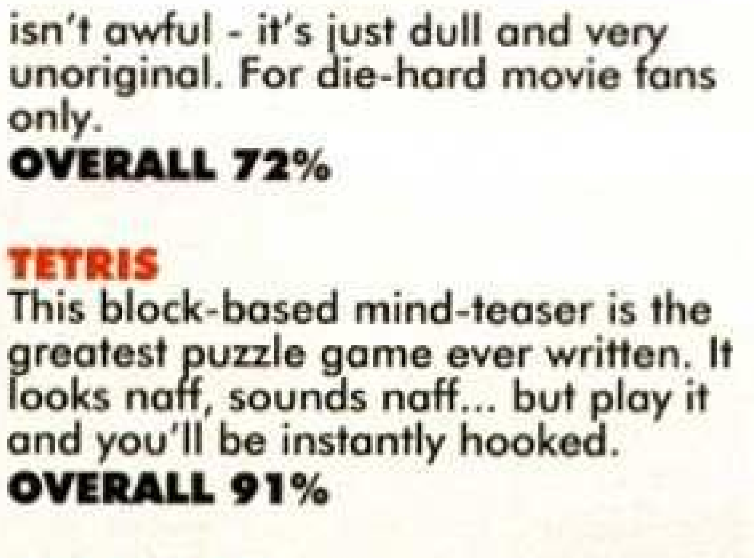
The graphics aren't the greatest and there's not much sound to speak of, but Nintendo Tennis is quite playable. It's the only Tennis game available on the NES anyway, so if you want to hold Wimbledon indoors next year, it's either this or nothing.
OVERALL 75%

TEN-YARD FIGHT

A conversion of the old Irem coin-op, this is one of the only arcade-style American football games available on any machine. It's simple, but fun and is worth looking at if you're new to American football and want to learn more about the sport.
OVERALL 76%

TERMINATOR II

One of the greatest movies of all time could've been an NES game to end them all. Unfortunately, what you get are five limited levels, most of which are set around a tedious platform environment. The game isn't awful - it's just dull and very unoriginal. For die-hard movie fans only.
OVERALL 72%



TETRIS

This block-based mind-teaser is the greatest puzzle game ever written. It looks naff, sounds naff... but play it and you'll be instantly hooked.
OVERALL 91%

TIGER HELI

This is a fairly straightforward up-the-screen blast in which the player pilots a heavily-armed combat chopper. The graphics are pretty samey throughout the entire game, the sound is equally bland and the gameplay is only average. Not the greatest of shoot 'em ups.
OVERALL 65%

TINY TUNES

Yet another NES platform game, this time starring baby versions of famous cartoon characters. The graphics and sound are great, and the gameplay fun enough to keep you at it for yonks.
OVERALL 86%

TIME LORD

This game has a great idea and plot, but the overall execution is a tad lacking and the game itself lacks the kind of excitement we'd come to expect from an MB Games cartridge.
OVERALL 60%

TOM AND JERRY

With all the potential fun and frolics of a Tom and Jerry game, it's a shame to see them reduced to starring in yet another unoriginal platform game. Yes, it's fun. But there are loads of better games of this sort already available. What a waste...
OVERALL 78%

TOP GUN

Though this wouldn't take anyone's breath away, the 3D combat is quite exciting, and requires a fair bit of joypad skill. The graphics aren't bad at all, and on the whole, this is a smart game. If you yearn for something flight simulator-ish on your Nintendo, check this one out.
OVERALL 79%

TOP GUN II

You ARE Maverick - the Top Gun of the title, and it's your aim to take to the skies, complete a number of missions and blow up all the MiGs you can in the process. Top Gun II is not recommended because the graphics are extremely awful and the gameplay is very dull indeed. Only the one-on-one two-player mode is a good laugh.
OVERALL 51%

TOTALLY RAD

Promising sounding platform game sadly let down in its execution. It's just not fun enough to lift it out of the veritable sea of platform games available on the NES.
OVERALL 74%

TO THE EARTH

This is the most recent of the Zapper gun titles, and it's probably the best of the lot. Very nice graphics and plenty of other neat presentation features set this apart from the other light gun games, so if you've got a Zapper, check it out.
OVERALL 80%

TURBO RACING

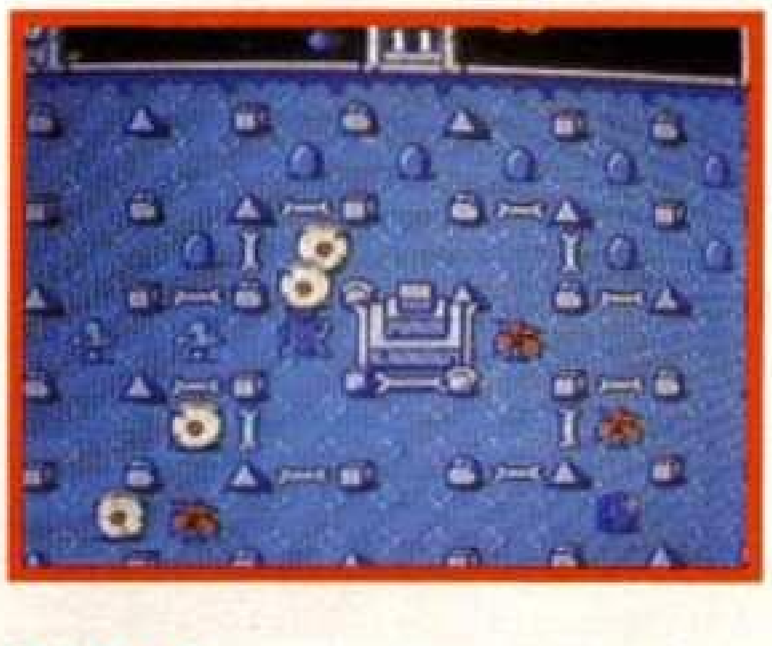
The NES is not well catered for when it comes to road racers, so it's nice to see a good, fast action-filled effort like Turbo Racing. Although the graphics are a bit rough, this is more than made up for by the exciting gameplay. Check it out.
OVERALL 80%

TRACK AND FIELD II

Featuring a massive 15 events (hurdles, pole vault, hammer throw, archery, clay pigeon, pistol shooting, canoeing, hang-gliding, Taekwondo, fencing and arm wrestling), this is graphically and sonically superb. With multi-player action and plenty of tough and challenging button-bashing gameplay, this is a sports simulation no Nintendo owner should miss.
OVERALL 90%

TROG

Trog is a PacMan-style coin-op (two girls are playing it in the arcade scene in Terminator II!) which depicts you as a caveman out to save his eggs (???) from various prehistoric terrors. The graphics are well-animated and very cute, but no amount of presentation can disguise the simplistic gameplay.
OVERALL 70%



TROJAN

This is quite a decent beat 'em up, (converted from a popular coin-op of yesteryear) but though the graphics are fine, the gameplay is a bit dull. A few more powerful weapons would have helped make this above-average quality game into something quite special.
OVERALL 72%

URBAN CHAMPION

Urban Champion is a fairly ordinary beat 'em up in which you fight a variety of foes. The graphics are rather dull, and it doesn't take long before this four-year-old game gets rather boring. If you're after a good beat 'em up, check out something like Double Dragon instead.
OVERALL 54%

WILD GUNMAN

If you've got a zapper gun, stick it into your holster and ride into town and battle a bunch of merciless hoodlums who've been whoopin' it up and scarin' all the townsfolk. The graphics are colourful and bright, and the aim is to simply blast away as many bad dude cowboys as possible. It's quite good fun, but gets a bit boring after a while.
OVERALL 67%

WIZARDS AND WARRIORS

This is a smart-looking, but simplistic platform game which requires an awful lot of jumping skills and little else which all gets a bit monotonous

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after a while. There are several superior platform games available on the NES, the Mario games for example, and the Megaman series.
OVERALL 72%

WORLD WRESTLING
This has got well-animated graphics, plenty of moves and enjoyable gameplay, and while it doesn't feature the characters from WWF like the official title does, we still think it's the best wrestling game on the NES.
OVERALL 84%

WRECKING CREW
The graphics are simple, but nicely drawn and the soundtracks are superb, making this platform hammer 'em up a treat to play. It's not easy, and there are loads of screens and even a designer option if you want to try and make your own!
OVERALL 81%

WWF SUPERSTARS OF WRESTLING
Leap into the ring of the All-American World Wrestling Federation along with all your favourite wrestlers from the popular TV series. This version of WWF is good fun for a while, but it's a tad easy and only the two-player option really gives you great value for money.
OVERALL 80%

XEVIOUS
The original coin-op's best feature was its pretty graphics, and these haven't been translated too well to the comparatively chunky-pixelled NES, so all you're left with is a passable, but hardly exciting up-the-screen blast.
OVERALL 65%

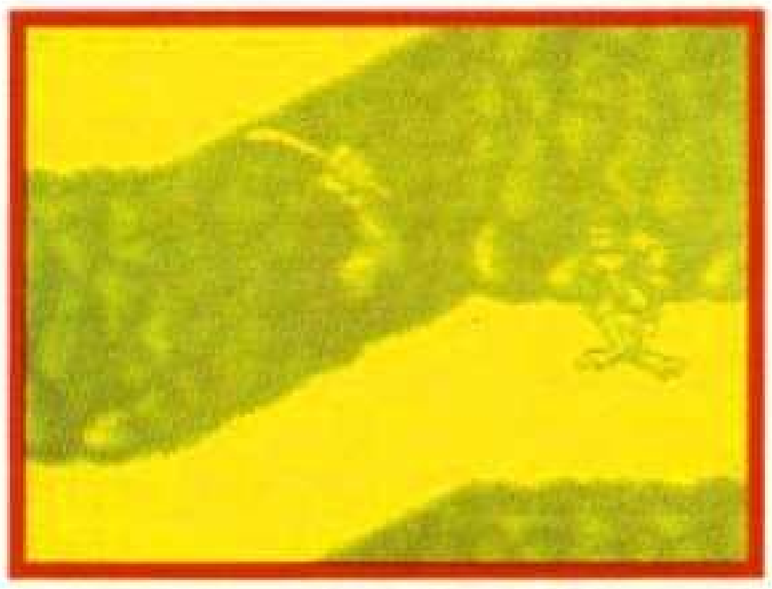
ZELDA II: ADVENTURE OF LINK
This RPG-style game is absolutely vast - much bigger than the original - and it's graphically superior too. The gameplay is also beefed up with magic and beat 'em up-style swordplay, and again, the cartridge comes with a battery game-save system. This is the Nintendo's top RPG, and one of the most enjoyable on any system. Make sure you give it a try.
OVERALL 94%

GAME BOY

ALLEYWAY
A sad version of the ancient game, Breakout, this is one of the most simplistic, tedious and unchallenging games available on the Gameboy and should only be bought by simpering buffoons with more money than sense.
OVERALL 27%

BALLOON KID
Become a balloon's best friend in this rather weird floating collect 'em up. Not only is it strange, but it's also very dull. Things get repetitive very soon and the unresponsive controls don't do this cart any favours either.
OVERALL 51%

BART SIMPSON'S ESCAPE FROM CAMP DEADLY
Bart's been packed off to summer camp and he's not too happy about it. Help him escape in this multi-level platform game, throwing fruit, dodging other campers and generally having quite a smart time. An enjoyable if not overly original title which will take some beating.
OVERALL 85%



BASEBALL
With its two-player link-up option and addictive gameplay, Baseball is recommended to sports fans on the move.
OVERALL 75%

BATMAN
With small, but nicely detailed graphics and excellent sound, Batman is one of the most addictive Gameboy platform games around. Highly recommended.
OVERALL 91%

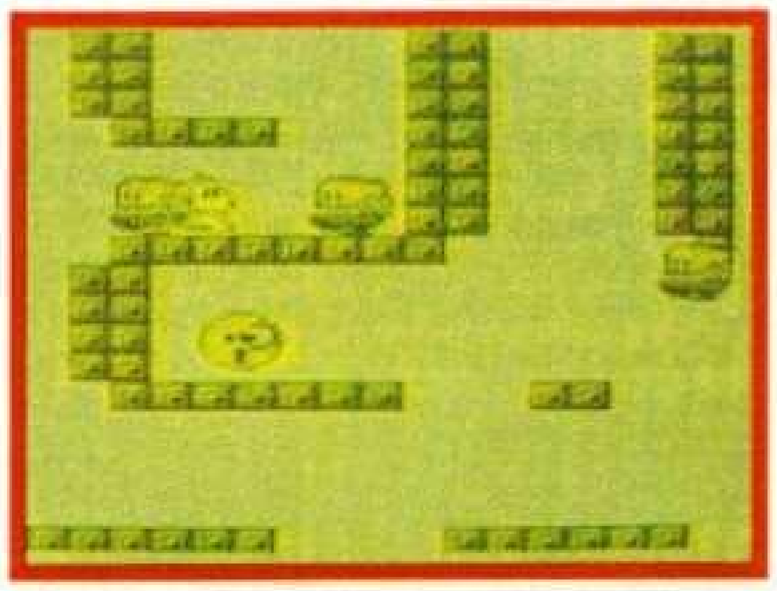
BATTLETOADS
Gasp! The evil Dark Queen has kidnapped two of the mighty Battletoads! You, as the third member Zitz, must now launch a rescue bid in this beat 'em up with platform overtones. Although the graphics are fiddly, this is a great game which any self respecting beat 'em up fan should have.
OVERALL 90%

BLADES OF STEEL
Plenty of Ice Hockey style action as two teams compete on a horizontally scrolling rink. The action is fast and addictive and should appeal to anyone after a decent sports sim.
OVERALL 82%

BOULDERDASH
Take the mantle of Rockford, diamond miner extraordinaire in this conversion of the age-old coin-op. Still, the gameplay is just as fresh as the day it was conceived, with many levels of puzzling as you try to grab the jewels and dodge the boulders and find your way to the exit without blocking yourself in. A challenging puzzle game with which to while away the hours.
OVERALL 90%

BOXXLE
Boxxle is a highly original puzzle game which is recommended to people who like to use their brains rather than their joysticks.
OVERALL 83%

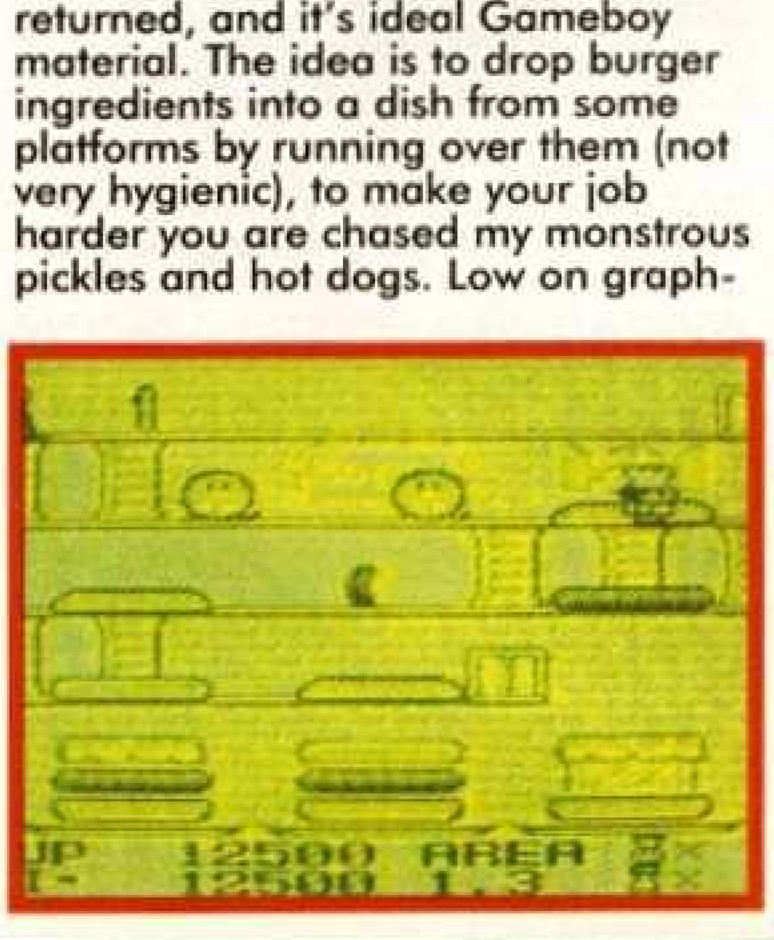
BUBBLE BOBBLE
Bob and Bub take a trip into scrolling platform land. Their mission: to bubble up the inhabitants of each realm, burst the bubbles, kill the meanies and move on to the next screen. Bubble Bobble is fast, fun and very addictive. Highly recommended!
OVERALL 90%



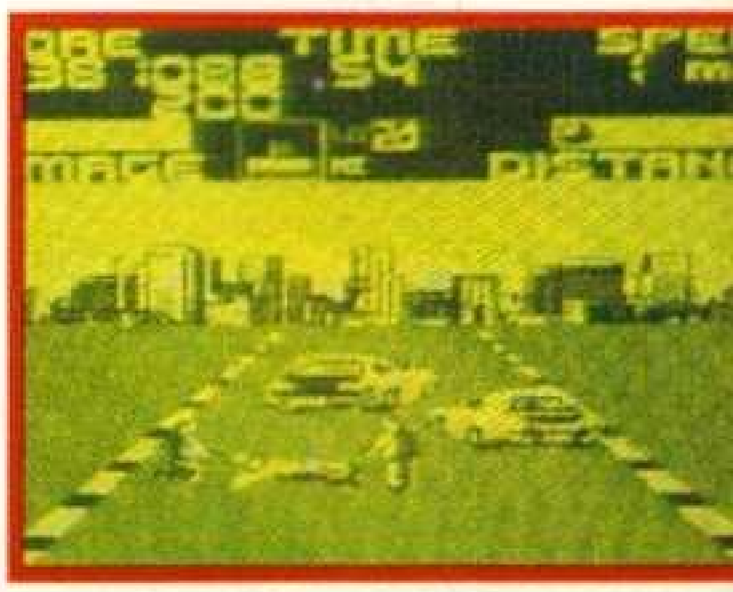
BUBBLE GHOST
This game, originally by Infogrammes for the Amiga, puts the player in the role of a Ghost out to guide a bubble around an environment fraught with danger. This is a highly original, fun title well worth taking a look at.
OVERALL 81%

BURAI FIGHTER DELUXE
Take to the skies once more in this horizontally-scrolling shoot 'em up type story of a mega-powerful robot and his fight against injustice. The graphics are pretty good, there's always lots to do and the action is pretty fast paced. A decent quality shoot 'em up and no mistake.
OVERALL 83%

BURGERTIME DELUXE
Burgertime must rank as the world's first fast food creation simulator. Now the coin-op of yesteryear has returned, and it's ideal Gameboy material. The idea is to drop burger ingredients into a dish from some platforms by running over them (not very hygienic), to make your job harder you are chased my monstrous pickles and hot dogs. Low on graphics but high on playability, Burgertime is a real laugh, although it does get very repetitive after the first few levels.
OVERALL 78%



CASTLEVANIA
Take control of Simon, a whip-wielding hero and battle your way through four large scrolling platform landscapes. The gameplay is addictive, and keeps you going for quite a while - but be prepared for some annoyance, because there are some nasty hidden surprises that don't make themselves apparent until it's too late to do anything about them.
OVERALL 79%



CHASE HQ
Oh dear, converting this coin-op to the Gameboy wasn't really a very good idea was it? Try as it might, the Gameboy just can't cope with the speed necessary to make this game really thrilling. The result is slow, sluggish and particularly tedious.
OVERALL 42%

CHESSMASTER
This chess sim has appeared on loads of formats, but this is the best version to date. The game is hard but logical and all the rules of chess are accounted for. The difficulty levels are well set, so beginners can pick it up straight away and grand masters won't find the going ridiculously easy. Best of all, of course, it's fully portable so you can exercise your brain at any time you like.
OVERALL 96%

CHOPLIFTER II
Brilliant! Guide a chopper around scrolling landscapes, rescuing hostages and blowing up anything that gets in your way. A highly cool game with massive addiction and enjoyment factors!
OVERALL 92%

DOUBLE DRAGON
With great graphics and sound, Double Dragon is an excellent mini-replica of the classic arcade game, featuring all the original's thrills and spills. There's even a two-player link up option for simultaneous vigilante antics! A must for beat 'em up fans.
OVERALL 83%

DOUBLE DRAGON II
Improves on the original with better graphics and gameplay. Some might find it a bit too similar to the first, bu beat 'em up fans will love it!
OVERALL 88%

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DR MARIO
Nintendo's own Tetris clone makes it to the Gameboy, and it's great. Highly recommended to puzzle fans.
OVERALL 87%

DUCK TALES
Although there are loads of other platform games on the Gameboy, this one has unmistakable Disney graphical touch and oodles of playability. The problem is that it's not very hard, so expert gamers should give it a miss.
OVERALL 78%

DYNA BLASTER
This puzzle game caused something of a stir on the PC Engine (that version was called Bomber Man) - and the Gameboy version is just as good! You must place strategic bombs in an attempt to clear each screen of baddies before advancing onto the next, harder screen. Simple but very addictive, and the second (slightly different) version of the game included on the cartridge makes it great value.
OVERALL 88%

F1 RACE
The first four-player Gameboy game is here - and it even comes with a free four-way adaptor! The game itself is an excellent OutRun-view race, with what must be some of the fastest scrolling seen on a Gameboy! Great fun and excellent value for money.
OVERALL 88%

FERRARI
Slickly programmed racing game sadly let down by its laughably low difficulty setting. Even the most inept of players won't get more than a day or so's play out of this.
OVERALL 37%

FOOTBALL INTERNATIONAL
Put simply, this is a hopelessly dull football game. Get Kick Off instead - it's miles better.
OVERALL 41%

FORTRESS OF FEAR
A sort of mediaeval Double Dragon. The graphics and sound are good and the playability is solid enough to keep you coming back.
OVERALL 80%

GARGOYLE'S QUEST
Some pretty good gamesplaying skills are required to make your way around this game's unfriendly platform environment, but it's all very addictive, and should be checked out by hardened platform fans.
OVERALL 80%

GAUNTLET II
A perfect mini-replica of the classic coin-op that contains all the graphics (in black 'n' white), speech and playability of the coin-op. There's even a skill two-player mode. A must for Gauntlet fans.
OVERALL 88%

GHOSTBUSTERS II
With humorous graphics and some quite decent tunes, Ghostbusters II manages to both entertain and challenge, with six different missions to test your brains and reflexes. Well worth taking a look at.
OVERALL 81%

GOLF
This is a great golf game that plays a great game of golf. Need we say more?
OVERALL 88%

GREMLINS II
Once more it's platforms a go-go with Gremlins II. As the Mogwai it's your job to rid the world of those troublesome Gremlins utilising the many traps and weapons littered around the landscape. Gremlins II is certainly challenging and it has some wonderful graphics and music.
OVERALL 80%

HOME ALONE
Take control of a digitised Macauley Culkin, as he runs around his mansion collecting goodies and locking them up in his safe. At the same time, he must watch out for the many burglars who've entered his home. Home Alone is a sad, dull, boring game with mournful graphics, forlorn sound and awful playability. Avoid it!
OVERALL 38%

HOOK
In this version of the Spielberg movie, you guide Peter Pan around the eight-way scrolling levels of Never Land, dishing out dagger justice to Hook's minions and completing various mini-tasks with the aid of the lovable Tinkerbell. Hook is quite entertaining for a while, but there just doesn't seem to be that much to do in each level.
OVERALL 66%

HUNT FOR RED OCTOBER
In this brilliant conversion of the Sean Connery movie, you take control of the Red October and guide it through many levels of eight-way scrolling action. A brilliant, playable game with an amazingly good two-player mode where the second player takes control of an entire fleet charged with destroying the Red October! Brilliant.
OVERALL 92%

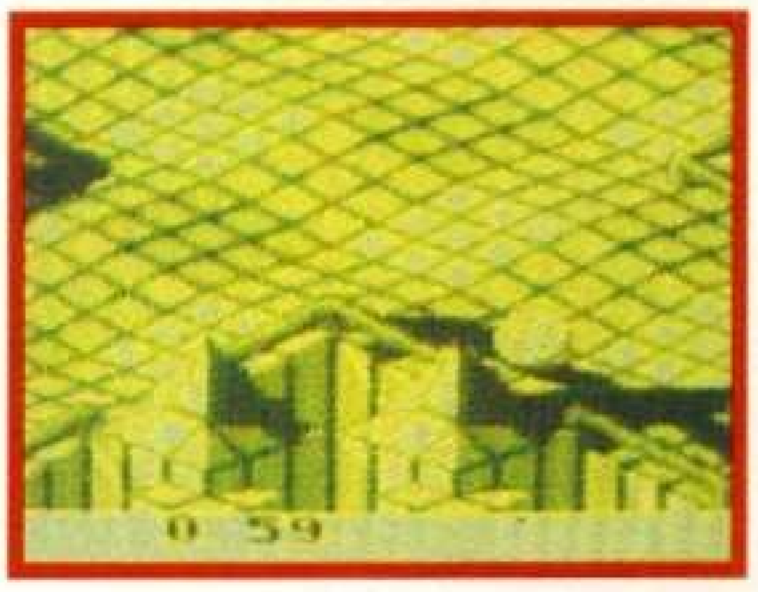
HYPER LODERUNNER
If you enjoy a really tough challenge, this platform game is highly recommended. Normal players, however, might find themselves wanting to smash the cartridge up after a couple of goes - it's that hard!
OVERALL 71%

KID ICARUS
Fairly jolly adaptation of the NES platform game provides the fun, but is now getting rather long in the tooth.
OVERALL 71%

KUNG-FU MASTER
This loose translation of the ageing Irem coin-op is very dull indeed with mournful graphics and sound along with tedious gameplay. The last nail in the coffin is the pathetic difficulty level. One go is all that's required to beat this vapid effort of a game.
OVERALL 17%

KWIRK
This is a puzzle game where your tomato (!) must shift oddly shaped blocks into gaping holes to traverse mazes and reach the exit. It's really a sort of Soko Ban clone - but a lot more fun.
OVERALL 85%

MARBLE MADNESS
Guide your marble around a number of increasingly tricky slalom slopes, featuring many pitfalls such as acid pools, giant vacuums and even killer black marbles! This is one of those games which is perfectly suited to the Gameboy, and although it's short on levels, it's long on playability.
OVERALL 87%

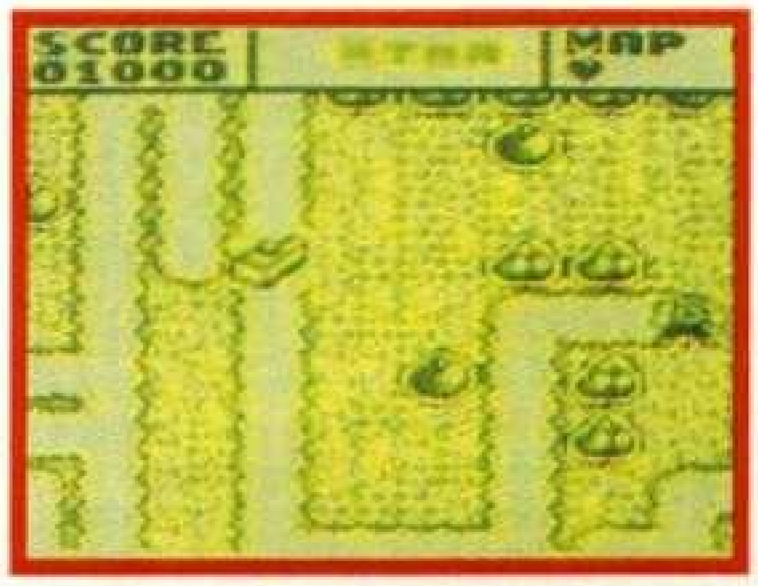


MERCENARY FORCE
Fairly dull action game which fails to supply the necessary ingredients to make it a worthwhile purchase.
OVERALL62%

METROID II
Big and absorbing arcade adventure/platform game that's well worth checking out if you're into games of this type.
OVERALL 81%

MOTOCROSS MANIACS
Motocross has never been any weirder than in this off-road biking game! It's tricky, but is good fun - especially against a computer opponent - and provides plenty of amusement for a while.
OVERALL 76%

MR DO!
Adopt the mantle of Mr Do and run around a Boulerdash-style screen layout dropping massive pieces of fruit on marauding enemy sprites! Although not entirely faithful to the coin-op, Mr Do! is still a highly playable conversion well worth a look.
OVERALL 86%



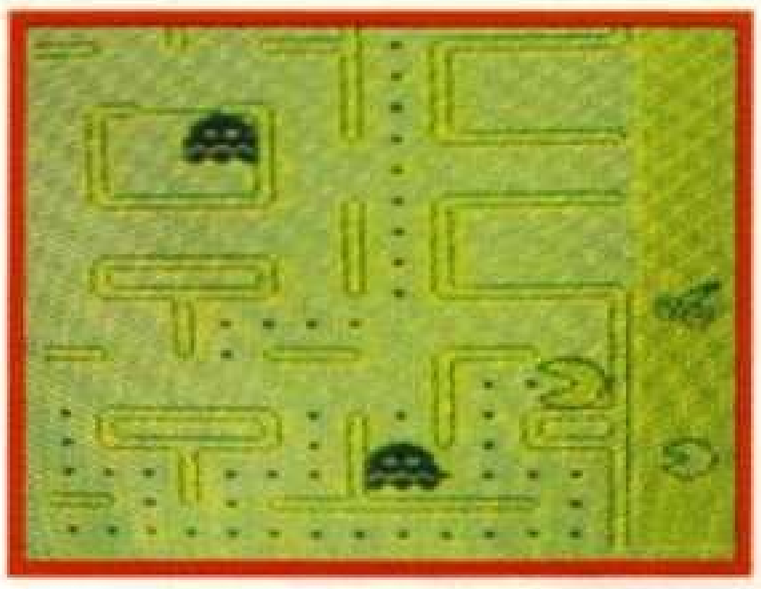
NAVY SEALS
This platform shoot 'em up is amazingly super hard. If you think you can ignore the lack of originality and you're a good enough gamesplayer not to get too frustrated, Navy Seals is well worth a look.
OVERALL 80%

NEMESIS
A great conversion based on the classic coin-op. The graphics are quite nicely drawn, and the action is clear and easy-to-see. It's not simple, and shoot 'em up fans should really get into the action. Go for it!
OVERALL 88%

NINTENDO WORLD CUP
This is a shambolic mockery of a clapped-out soccer game. There's no real control over your players, the computer has no knowledge of tactics and the responsiveness and collision detection are sadness incarnate.
OVERALL 31%

OTHELLO
Although it mightn't look or sound it, Othello is an addictive and enjoyable board game which you'll go back to time and time again.
OVERALL 89%

PACMAN
PacMan is as PacMan does, and this is as flawless a conversion of the crumbly arcade game as you will find. This will make some players leap for joy, others will find it enjoyable for a quick go now and then. Give it a go if you're a Pacfan.
OVERALL 80%



PAPERBOY
Ultra-blurry graphics, rubbish bike handling and dodgy collision detection are the three main flaws present in this disappointing conversion that will appeal to arcade fans only.
OVERALL 67%

PINBALL
Pinball features a three-screen-high flick-screen table which is complete with bumpers, flippers, drop targets and even hidden bonus screens! It's pretty tricky to play, but the ball movement is so realistic you find yourself tilting your Gameboy around to try and influence where the ball goes! It's all jolly fun and should go down well with the pinball wizards amongst us.
OVERALL 79%

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PRINCE OF PERSIA
This must rank as one of the greatest platform games of all time, and its combination of fiendish puzzles and pinpoint platform action certainly make this version a winner. Add to that the same spectacular animation and you have a definite must-buy cartridge.
OVERALL 92%

QUARTH
Looking like a cross between Tetris and Space Invaders, Quarth is an enjoyable and addictive little game which offers plenty of challenge and lasting appeal. Try it out if you're after something different.
OVERALL 90%

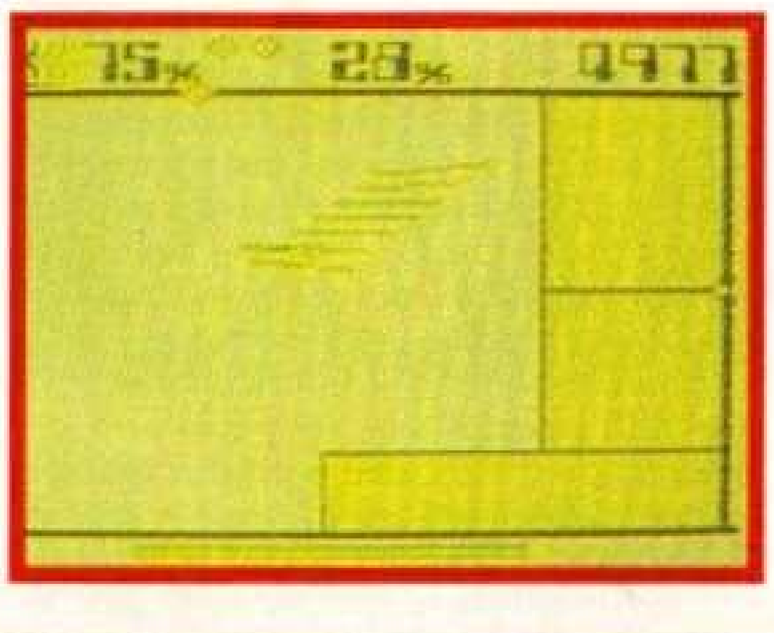
QIX
Qix is a very strange game, but is nevertheless addictive. If it had been enhanced rather like PC Engine Volfied it would have been a real stunner. As it stands it's just an entertaining game which has plenty of long-lasting appeal.
OVERALL 81%

RADAR MISSION
Mediocre action game in which you guide your ship against enemy forces. Fun for a bit, but soon gets dull.
OVERALL 64%

RESCUE OF PRINCESS BLOBETTE
NES Boy and His Blob was quite a laugh, so Lord knows where the programmers went wrong with this one. The puzzling jelly bean action would be fun, but there's too many wide open spaces where nothing happens. A shame.
OVERALL 68%

REVENGE OF THE 'GATOR
At last there's a great pinball game on the Gameboy, full of ramps, bumpers, multi-balls, bonuses and all the trappings you'd expect from a four-screen table. Pinball fans will relish it.
OVERALL 91%

ROBOCOP
This ranks as one of the most successful games of all time and was converted to almost every format known to man. This version is pretty good, but the small graphics make things like the targetting and face matching sections very difficult, which is a shame because otherwise it would be great.
OVERALL 72%



R-TYPE
The Gameboy now plays host to one of the best known shoot 'em ups ever. Use your top flying skills to survive in this pretty tough conversion of the coin-op. The graphics are pretty good and it's highly playable, although the small screen can make things a bit fiddly.
OVERALL 82%

SIDE POCKET
Side Pocket is a pool simulation in the best tradition. Playing is a matter of plotting ball angles and tapping the ball with the correct force required. Master ballistics professors will love this one, although anyone else's interest may wane pretty quickly.
OVERALL 73%

SKATE OR DIE (TOUR DE THRASH)
Whilst this has a promising title and looks like it might be fun, the implementation is poor. The main game is a just a viewed from behind showjumping variant. The bonus half-pipe event is quite entertaining but doesn't justify the price tag at all.
OVERALL 63%

SKATE OR DIE II (RAD 'N' BAD)
Skate or Die II is an entirely different game from the original. It's a super-speedy platform skate game with lots of montoya skate-style action to be had. If your interest in conventional platform games is waning, try this for size.
OVERALL 81%

SNEAKY SNAKES
Those wicked reptiles who appeared in the brilliant NES game Snake, Rattle 'n' Roll are back again in this superb Gameboy arcade game. An absolute must.
OVERALL 89%

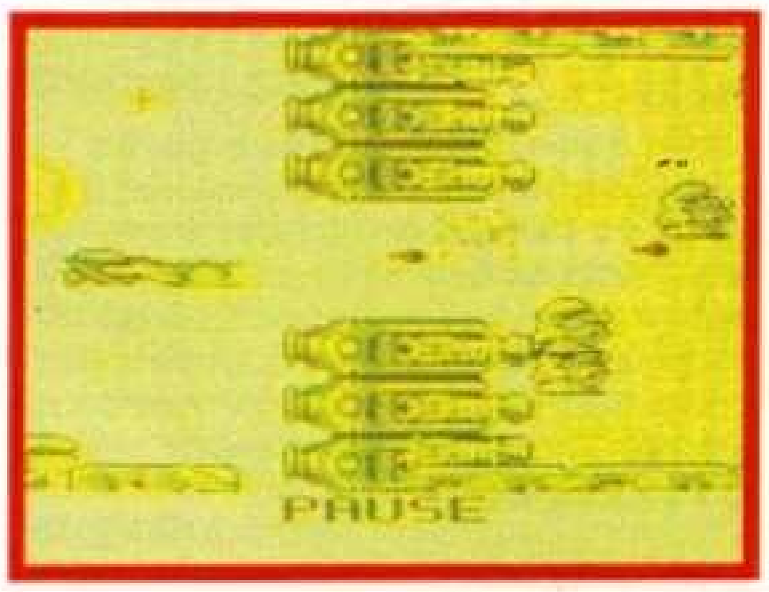
SNOOPY'S MAGIC SHOW
The plodding platform gameplay belies the tricky puzzle action in this thoroughly enjoyable game. It's not particularly tough, but while it lasts it's very addictive.
OVERALL 84%

SOLAR STRIKER
After a couple of goes this up-the-screen shooter soon becomes boring. It's all right, but there are no real surprises to keep you going back to it.
OVERALL 69%

SOLOMON'S KEY
Good adaptation of the coin-op platform/puzzle game. The gameplay is addictive, and the only gripe is that sometimes the titchy graphics make it difficult to see what's going on.
OVERALL 82%

SPIDER-MAN
Spider-Man is a thoroughly enjoyable beat 'em up which has some amazing graphics and plenty of variety. A must for wall-crawlers everywhere.
OVERALL 85%

SUPER HUNCHBACK
Jolly platform game starring everyone favourite's deformed character. There are loads of secret screens and the action is challenging enough to keep platform fans happy for quite some time.
OVERALL 81%



SUPER KICK OFF
The greatest football game ever is now on the Gameboy and it's as good as could possibly be expected. Obviously the small, monochrome screen does present certain problems, but the speed and playability of the original are still there. Easily the best sports game on the Gameboy.
OVERALL 93%

SUPER MARIO LAND
Although this brilliant game doesn't take long to finish, there are loads of secret things to uncover and the gameplay's so good you just keep on going back to it! A must-buy for platform fans everywhere.
OVERALL 90%

SUPER RC PRO-AM
Those Rare guys are at it again - converting one of their fab NES carts to the Gameboy. This time it's of the isometric-view radio controlled car racing game. The body shop adds something to the game and it's certainly highly playable, even if it does suffer from a bit of a lack of variety.
OVERALL 87%

TEENAGE MUTANT NINJA TURTLES
A decent beat 'em up with plenty of action and some great graphics to drool over. Turtle fans are bound to go bonkers over this.
OVERALL 90%

TEENAGE MUTANT NINJA TURTLES II
It's more of the same down in Turtle land. Another beat 'em up with large, clear and well-animated sprites along with a smidgen of platforming. It's harder than the original and there's also some sampled speech. Once again, Turtle fans will love this.
OVERALL 85%

TENNIS
One of the best Tennis games available on any system, this is challenging, addictive, and lets you play virtually any shot you could normally do with a racket. Highly recommended.

OVERALL 86%

TERMINATOR 2
As film licenses go, this must rank as one of the best going. There are only five levels, but there's plenty of variety, an enjoyable puzzle section (for once) and loads of action, along with great graphics and sound. It won't take too long to complete, but it's still a fab game.
OVERALL 90%

TETRIS
Free with the UK version of the Gameboy, this puzzle game is absolutely terrific and unbelievably addictive. It's incredibly easy to get into and is one of the best Gameboy games yet seen.
OVERALL 95%

TRACK MEET
This thoroughly enjoyable Track and Field-type sports simulation features great graphics and some superb presentation points. It's brilliant fun at first, but the rather samey nature of the gameplay means it does get dull after a while - and the button-pounding action certainly takes it ou of the Game Boy.
OVERALL 75%

TRAX
Snooze-inducing driving-type game which lacks the pace and excitement to get the adrenalin flowing.
OVERALL 59%

WIZARDS AND WARRIORS
Quite a jolly platform game, but unfortunately games like this are ten-a-penny, and while it's not a bad game, there are loads of better ones to look out for.
OVERALL 78%

WWF SUPERSTARS
Get into the ring with famous names such as Hulk Hogan and the Ultimate Warrior, and then promptly get thrown back out. WWF has great graphics and loads of moves but the tournament is far too easy to win. If you have a second player around often, though, it's a great link-up game.
OVERALL 85%

SUPER NES

CONTRA SPIRITS
The finest 16-bit console shoot 'em up money can buy! Contra Spirits has all the blasting you'll require

NINTENDO MAGAZINE SYSTEM
GAME INDEX

from a game along with incredible graphics, amazing orchestral soundtracks and uncanny addictive qualities! An essential buy!
OVERALL 95%

FINAL FIGHT
Capcom have a reputation for producing fine Super NES games, and Final Fight is no exception. It's very close to the coin-op original with one level, one character and the two-player mode removed. Beat 'em up fans will probably explode with excitement when they play this.
OVERALL 92%

F-ZERO
This is one of Nintendo's flagship games for the Super NES, and it's not surprising! Featuring super-smooth amazing 3D graphics, along with high-speed action as you zoom around 15 different tracks, F-Zero is an essential purchase.
OVERALL 90%

LEMMINGS
Save those brainless, suicide-motivated Lemmings from an death in this brilliant, fun game. The graphics and sound are but it's the fresh, original gameplay that makes this the superb that it is.
OVERALL 92%

PAPERBOY II
Paperboy returns in this multi-directionally scrolling effort. The aim is to deliver papers to all your subscribers whilst avoiding enemy sprites. The graphics are little better than the Master System version, and the extra directions you can go add nothing to the gameplay. Like Paperboy himself, this ultimately fails to deliver.
OVERALL 41%

PILOTWINGS
Take a trip to the Pilotwings academy for advanced flying in this visually stunning game. Hang-gliding, jet-packing, parachuting and plane-flying are all here to be enjoyed. Although the novelty does wear off after a while, Pilotwings still ranks as a highly playable, exquisite game.
OVERALL 90%

RIVAL TURF
Although it features a simultaneous two-player mode, this is very much a poor man's Final Fight. The action simply isn't exciting or varied enough to be worth getting. Check out Final Fight instead.
OVERALL 48%

SIM CITY
In this highly original game, you create and nurture your own city, dealing with all the usual problems of over-crowding, pollution and various other environmental disasters. This might sound boring, but Sim City is actually very deep and involving and hours literally fly buy when you play it. A truly classic cart.
OVERALL 93%

SUPER ADVENTURE ISLAND
You might as well ignore the title. This is actually Wonderboy on the Super NES, converted by the game's creators, Hudson Soft. This cart plays identically to Wonderboy but with enhanced graphics and amazing music to beef up the proceedings. It's good fun, but it can be completed pretty quickly.
OVERALL 78%

SUPER CASTLEVANIA
Simon Belmont is back! Once again, Drac is causing him a bit of aggro, so Simes tracks across the platform kingdom into Drac's castle and attempts to dust the Big D himself. Super Castlevania has truly excellent graphics, sound and gameplay, but it is a bit easy to complete for experienced players.
OVERALL 91%

SUPER GHOULS 'N' GHOSTS
Once again, Sir Arthur's back to save his girlfriend from the perverse clutches of Lucifer in some more scrolling platform tomfoolery. Super Ghouls 'n' Ghosts has it all - brilliant graphics, amazing sound, awesome gameplay and a really tough challenge. An essential buy for your Super NES.
OVERALL 94%

SUPER MARIO BROTHERS IV
The man with the meanest dungarees in town is back for some more multi-directionally scrolling shenanigans as he attempts to save the Mushroom Worlds from the twisted Koopa. Boasting cool graphics, super sounds and AMAZING gameplay, Super Mario Brothers IV is probably the best video game in the world.
OVERALL 98%

SUPER MARIO KART
Not particularly outstanding on your own, but with two players this racing game is outstanding. Featuring brilliant graphics and a variety of different play modes, this definitely worth checking out.
OVERALL 92%

SUPER R-TYPE
Take on the might of the Bydo empire in this souped-up version of the classic horizontally scrolling coin-op. Super R-Type is great fun to play and has some great graphics. The problem is that the game slows down a lot and it's very easy to complete, with nothing more to see on the higher difficulty levels.
OVERALL 82%

SUPER SOCCER
Soccer is soccer, only this time it's played out on a third person perspective spin 'n' scroll pitch. Although it's a treat to look at, there isn't much of the pitch viewed at once, making passing very difficult. The ball movement is also quite unrealistic. Technically polished, but lacking in the playability department Super Soccer is only really recommended to die-hard football fans.
OVERALL 79%

SUPER TENNIS
The Super NES' spin 'n' scroll graphics chips are used to create a fast, smooth third person perspective tennis court, populated by cute sprites that swear a lot (on the Japanese version). Super Tennis is the best tennis game ever produced. Its playability is unrivalled and as a two-player game, it's the tops!
OVERALL 94%

UN SQUADRON
Known as Area 88 in Japan, this side-on scrolling shoot 'em up coin-op conversion isn't as technically amazing as Contra Spirits, but it's just as playable and even more lastable. The graphics are stunning, the sound decent and the gameplay highly exciting. Another Capcom winner.
OVERALL 94%

ZELDA III
Link returns in this viewed-from-above scrolling quest with thousands of screens, loads of puzzles and some great graphics and sound. This is the definitive adventure game for the Super NES, but be sure to buy the American version of the game because the Japanese import version has lots and lots of indecipherable foreign text.
OVERALL 95%

SYSTEM SHUTDOWN

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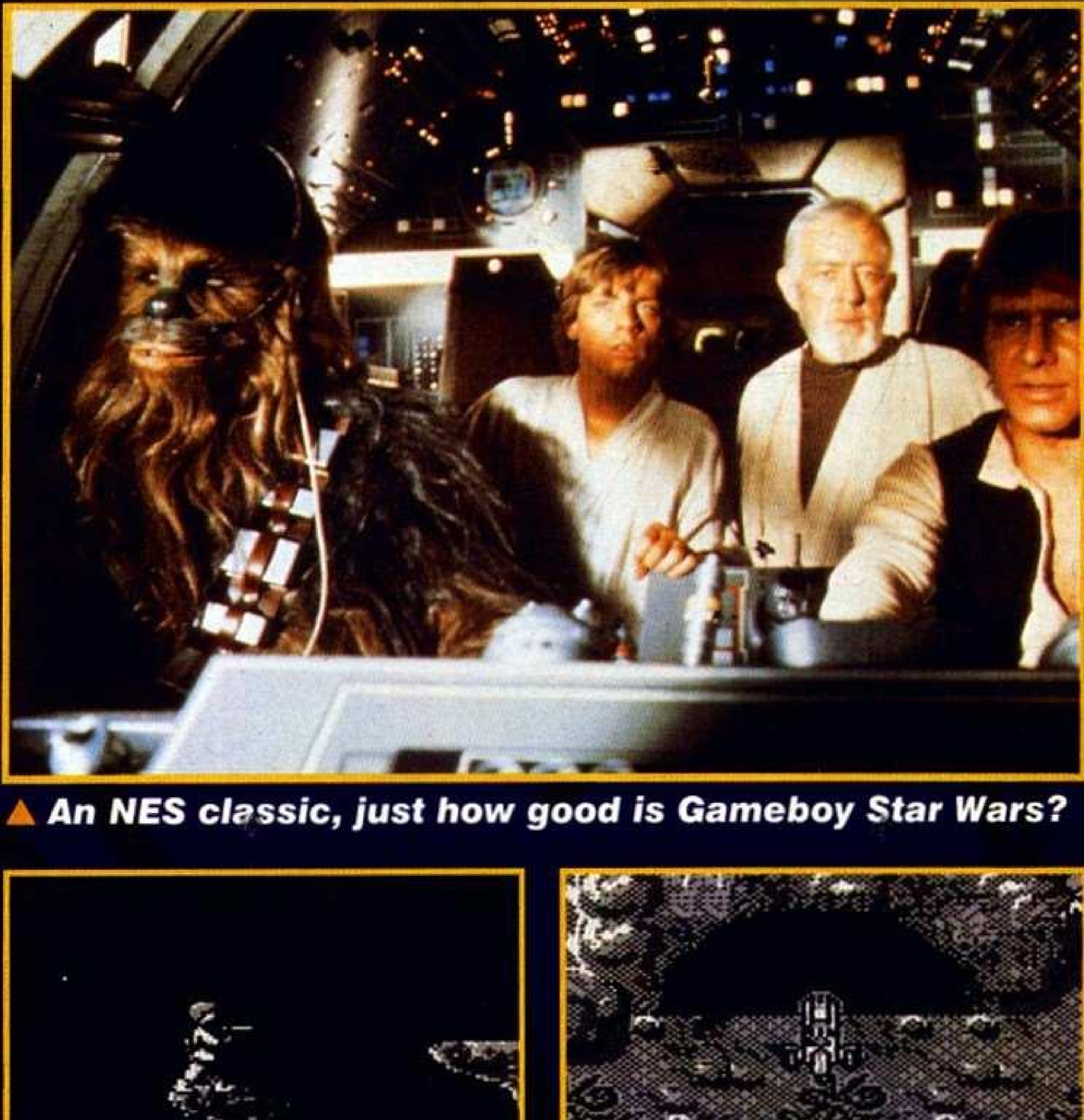
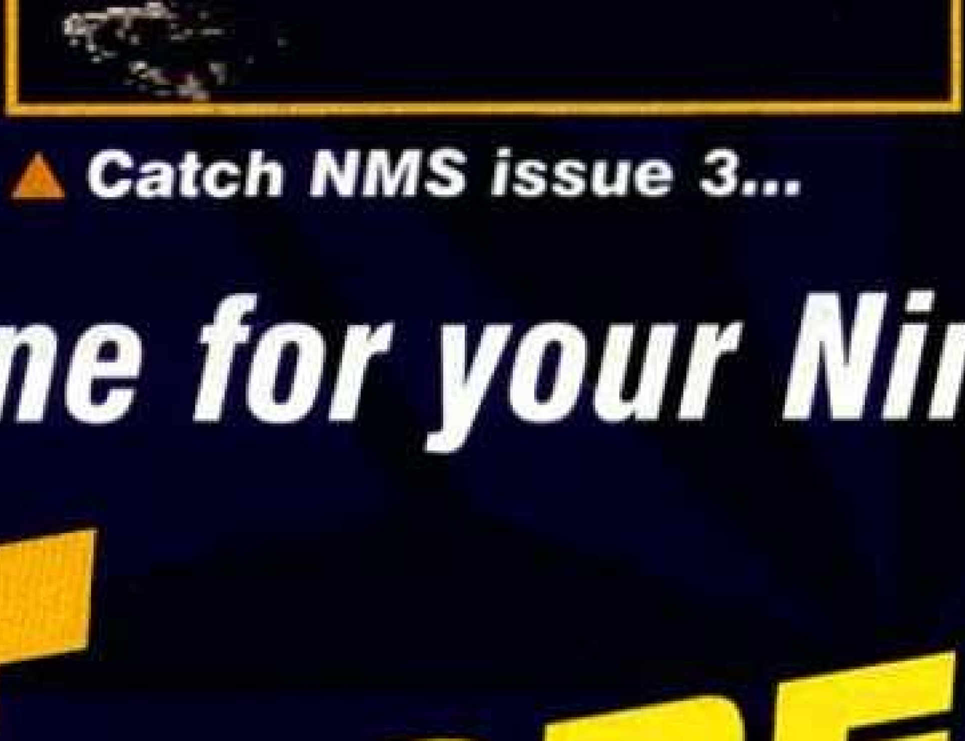


▲ An NES classic, just how good is Gameboy Star Wars?

Yes indeed, the best is about to get even better, as once again we bring you all the best new, previews, and reviews on all the hottest games scheduled for release. We've got stacks of games vying for review space, and among the many you set to be reviewed next month are the Gameboy version of Star Wars and PC Kid, Super NES Kick Off, and several rather groovy NES surprises.

It all sounds rather exciting doesn't it? In fact, if it was for the fact that the powers that be keep hitting our knuckles with large metal rulers we'd stop and wait for it to come out, too! So, if you want all the latest news and reviews on all the latest games, camp outside your newsagents in preparation for the rush - you could even take this issue with you to tide you over...



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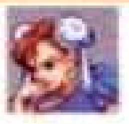

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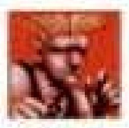

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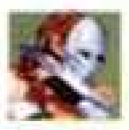

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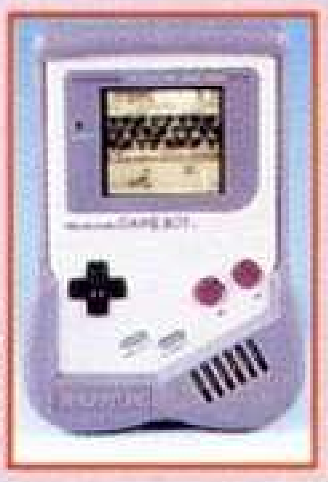

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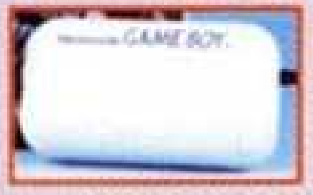

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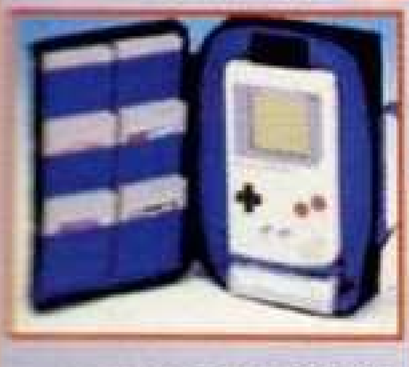

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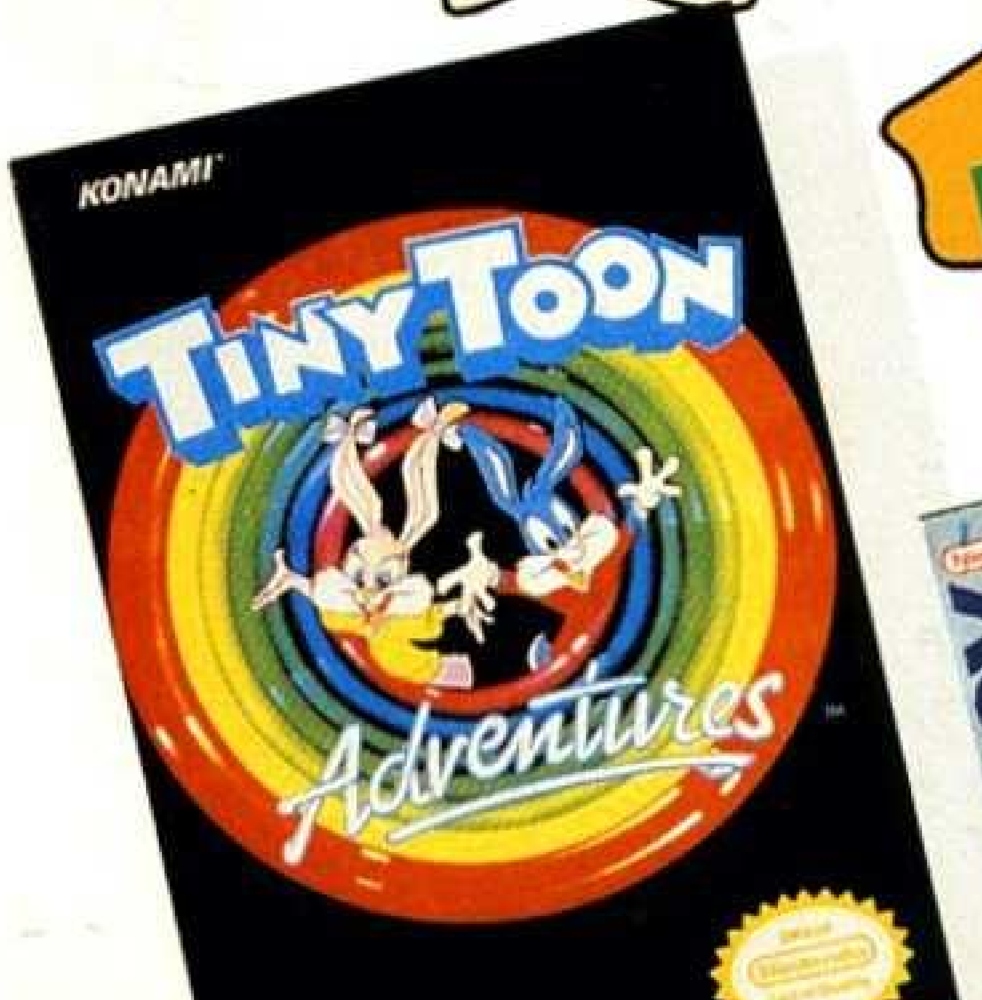
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PALCOM™ SOFTWARE

OFFICIAL GAME BOY GAME PAK
OFFICIAL GAME LINK GAME PAK

KONAMI® MegaVideoGameFun

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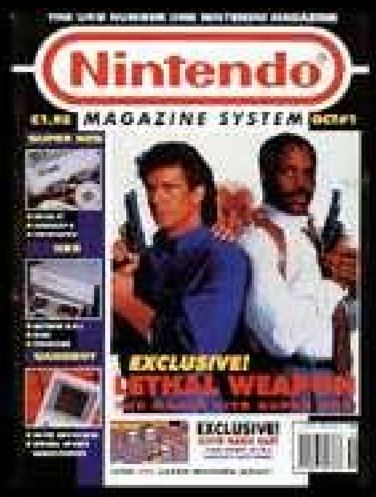
GAME BOY
FALL OF THE FOOT CLAN
GAME BOY
BACK FROM THE SEWERS
GAME BOY
GAME BOY
BLADES OF STEEL

OUT-OF-PRINT ARCHIVE



WE ARE A GROUP OF PEOPLE DEDICATED TO PRESERVING A PART OF CLASSIC GAMING THAT SEEMS TO BE OVERLOOKED MOST OF THE TIME. NAMELY CLASSIC VIDEO GAME MAGAZINES.

OUR GOAL IS TO PRESERVE THESE MAGAZINES BY DIGITIZING THEM BEFORE THEY ARE LOST FOREVER.
BESIDES LETTING PEOPLE ENJOY THE ARTICLES DIRECTLY THROUGH THE SITE, WE ALSO CREATE CBZ FILES CONTAINING THE COMPLETE MAGAZINES FROM START TO FINISH, WHICH GIVE US THE BENEFIT OF CREATING MUCH HIGHER QUALITY VERSION THAN WHAT'S FEASIBLE ON A WEBSITE. THIS WAY ANYONE WHO IS BUT A MOUSE CLICKAWAY WILL BE ABLE TO ENJOY THEM ONCE MORE.

WE DO HOWEVER ONLY SEEK OUT MAGAZINES WHICH ARE PUBLISHED PRIOR TO THE YEAR 2000,
UNLESS PERMISSION HAS BEEN GRANTED BY THE SPECIFIC PUBLISHER IN QUESTION TO DO OTHERWISE.
THE ONLY EXCEPTION TO THIS RULE ARE DREAMCAST EXCLUSIVE MAGAZINES, DUE TO THE NATURE AND CIRCUMSTANCES SURROUNDING THE SYSTEM: REPRINTS AND RE-ISSUED CLASSIC MAGAZINES IN ANY SHAPE OR FORM (DIGITAL VERSIONS INCLUDED) WILL BE TREATED LIKE NEWER MAGAZINES, WHICH MEANS WE WON'T BE SCANNING THEM.

THE REASON FOR RESTRICTING OURSELVES TO MAGAZINES PUBLISHED BEFORE A CERTAIN DATE, IS TO GIVE PUBLISHERS ENOUGH BREATHING ROOM TO SELL REPRINTS OR DIGITAL VERSIONS OF THEIR OLD MAGAZINES: THESE ARE HARD ENOUGH TIMES AS IT IS FOR PRINT AND THE LAST THING WE WOULD WANT IS TO HAVE ANY KIND OF NEGATIVE EFFECT.

WE HAVE NO INTENT NOR DESIRE TO PROFIT FROM THESE MAGAZINES IN ANY WAY, SHAPE OR FORM, NOR DO WE HAVE ANY DESIRE TO FINANCIALLY HARM ANY PUBLISHER, EDITOR, WRITER OR PERSON INVOLVED IN CREATING THESE, OR ANY OTHER MAGAZINES FOR THAT MATTER.
WE ARE NOT HERE TO DO HARM, BUT TO HELP PROTECT THEIR LEGACY.
THAT IS WHY THE PRE-2000 DATE IS IN PLACE:
TO PROTECT THEIR BUSINESS AND LIVELY-HOOD, AND TO MAKE SURE THAT WE WILL BE ABLE TO KEEP ENJOYING THEIR MAGAZINES FOR MANY YEARS TO COME.

WE WOULD LIKE TO THANK EVERYONE WHO MAKES THIS PROJECT POSSIBLE. FROM THE ORIGINAL WRITERS, EDITORS AND PUBLISHERS, TO EVERYONE INVOLVED IN ACQUIRING, DIGITIZING, PRESERVING AND RELEASING THESE MAGAZINES.

FOR PEOPLE WHO ARE LOOKING TO HELP US OUT, IN WHICHEVER WAY POSSIBLE, BE IT BY DONATING MAGAZINES, SCANNING OR EDITING, PLEASE JOIN US ON THE FORUMS.

ONE LAST THING:
IF YOU COME ACROSS PEOPLE TRYING TO SELL ANY OF OUR RELEASES, PLEASE DO NOT SUPPORT THEM!

THANK YOU.

VISIT US AT

WWW.OUTOFPRINTARCHIVE.COM

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